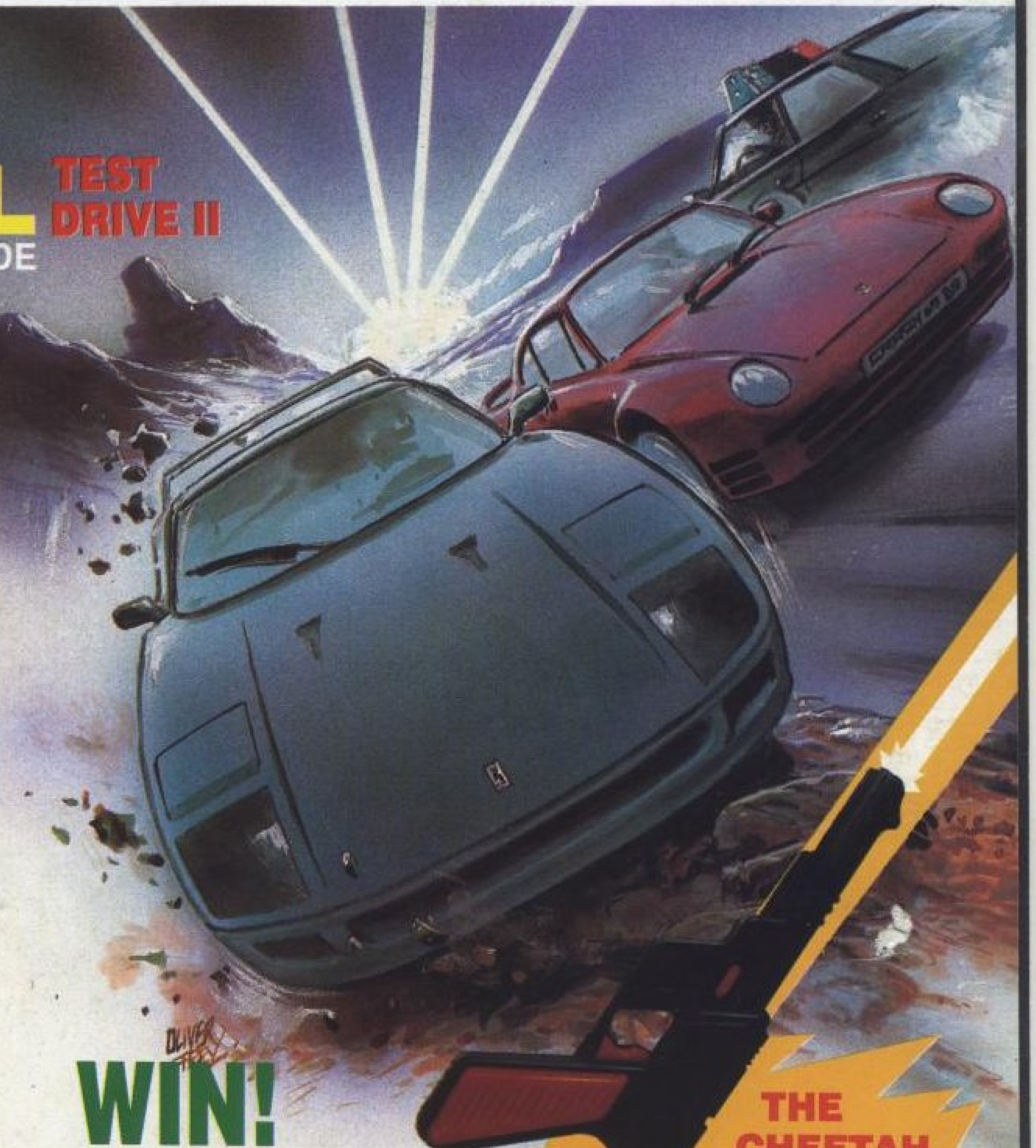
A NEWSFIELD PUBLICATION

No. 69 OCTOBER 1989

MAGAZINE AND CASSETTE £1.50

CRASH

SINCLAIR SPECTRUM GAMES



ON YOUR MEGATAPE

EXCLUSIVE DEMO

THE DUEL TEST DRIVE II

ACCOLADE

FIRST REVIEW!

CONTINENTAL CIRCUS

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SCREEECH!!! Where's my games cassette? I'd better pester my friendly newsagent...

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5 RADIO CONTROL PORSCHE TARGAS!

THE CHEETAH DEFENDER LIGHTGUN IS HERE AND WE'RE GIVING AWAY 50 WITH SIX GREAT GAMES!

PREVIEW BONANZA

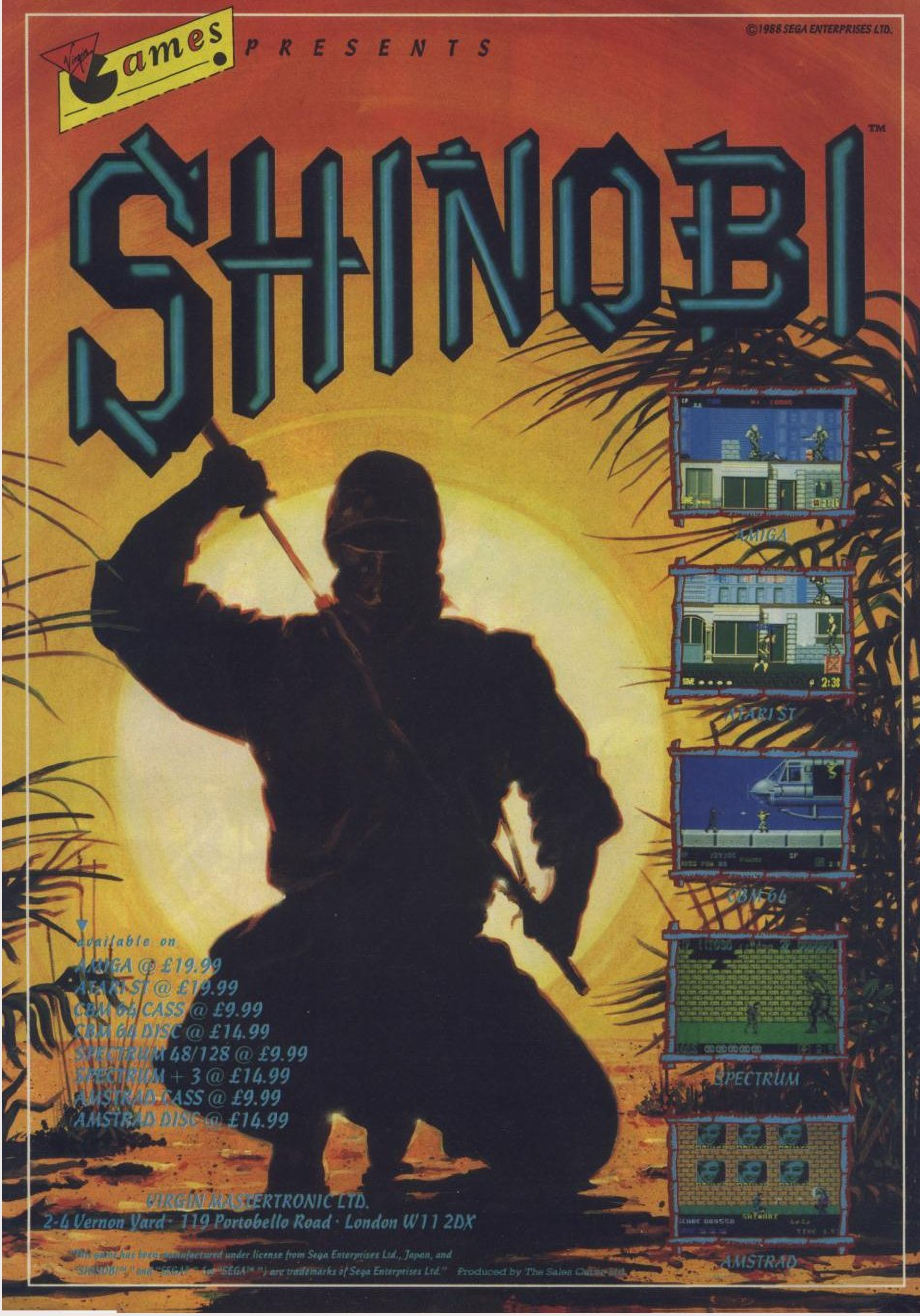
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ALL FIR
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CONTENTS

FIRE POWER!

October is here, the PC Show is on — and all our fave software houses are gearing up for, you guessed, Christmas! This year promises a bumper bundle of Spectrum fun. Great games — check out the preview pages, new triff gimmicks — check out the Defender lightgun, and even a dashing new Spectrum look-alike with more power to its elbow: The Sam Coupe — find out next month! But why wait for Christmas? Load up your CRASH Power Tape now for a joystick melting load of action games, POKEs and a whizz round the roads of The Duel, the latest fabbo racing extravaganza to rock the Speccy! Let the action begin...

Game Thrills

KICK OFF THE NEW FOOTBALL SEASON WITH OCEAN/IMAGINE'S

SUPER SOCCER

To celebrate the start of a super season of the nation's favourite sport - (What? Wombat wrestling??). No, you fools! Soccer! The new Footy season is well underway, and Ocean/Imagine decided they'd get you into cheering spirit by lobbing their fab Super Soccer your way! It's a gooooooooal! Our FA Cup runneth over!

Be a champ on screen. You can dribble past opponents, slide tackle, make crosses, even attempt diving headers. Control over the ball is great, with stunning sharp shooting and ball passing.

When loaded the game kicks off with a menu from which you can select options to set up the game: Four status boxes on the right show number of players, level of play, mode of play and duration of game. Press S to start game, P to select number of players from 1 to 8. Selecting two players automatically selects single game and three players selects tournament mode.

There are three skill levels, starting at quite simple and progressing to rather tricky (press L to pick).

Press M to change mode between Tournament, Single Game (one or two players) and Practice (one player).

THRILLS ON TAPE

Where to find your brill thrills!

SIDE A:
SUPER SOCCER
ZANTHRAX
THE DUEL DEMO

SIDE B
DELTA WING
THE FINAL MISSION
POKEMANIA

Check the inlay for loading instructions. Should your tape prove faulty, send it in its box to: **CRASH TAPE CLINIC OCTOBER (69), SPOOL LTD, First Avenue, Deeside Industrial Park, Clwyd CH5 2NY**

A healthy Power Tape will wing its way back to you!



Game Thrills

The Colour Editor (press C) allows you to select any colour for the pitch (press P), Team 1 (press 1), Team 2 (2), and the border (B).
The Names Editor (press E) lets you define any of the team names. Arrow keys up (6) and down (7) select team to change. Press SPACE to edit name. Input new name (max 9 letters), DELETE erases mistakes. ENTER when finished. NB In tournament player one is top of the list, player two next down etc. ENTER to return to main menu. Press T to change length of game between 10, 20, and 30 minutes.

CONTROL-O-BALL

Use the Controls Editor to see the number of player selecting the controls and current choice of controls.
J selects joystick (Sinclair A, B, Cursor, Kempston) and D defines keyboard selection. M returns you to main menu (in tournament T returns you to tournament page). ENTER allows the second player to select controls.
If it's a single game press ENTER for KICKOFF.
On keyboard player one can select any key but H, and if player two is on keybord too, he may not use H plus player one's keys.

KICKOFF!

Playing the Super Soccer Tournament

When entering the Tournament the screen clears, and you are presented with the draw for round one. All human controlled teams are highlighted in white. Press SPACE to play the next game. If humans are involved you go to Controls Editor; if not the match and and its result will appear, and it's back to the tournament page. A aborts the tournament and returns you to Main Menu. Re-enter the tournament and the first round will have been completely re-drawn with no games played. All winning teams will automatically be placed in the next round of the Super Soccer Tournament.

Super Soccer Single Game

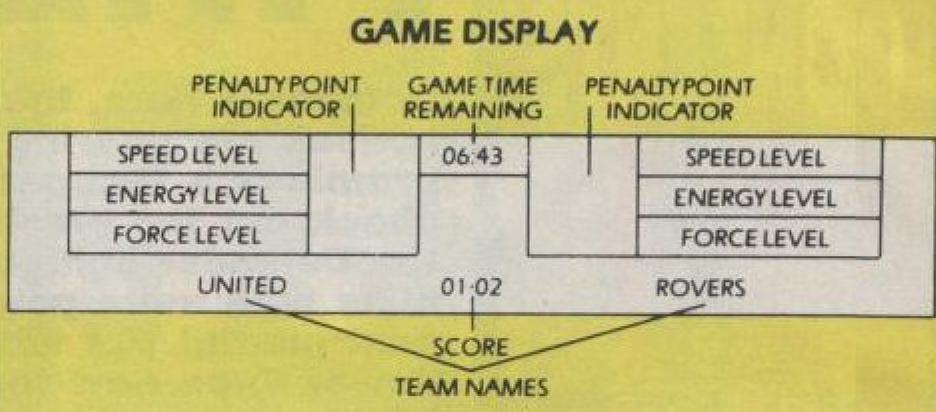
Play against either the computer or a friend. After the full period of game time the score is a draw, five minutes extra time is played. Still a draw? Time for penalty shoot outs!
The same applies to the tournament, of course. There must be winners...

Super Soccer Practice

Learn the skills of a Super Soccer champ. Practise dribbling and close ball control, chipping, kicking and driving the ball. Also practise throw-ins. Select one player only for this mode.
Effort spent mastering the controls will pay dividends once serious play begins: Like real footballers, you have to be in training!

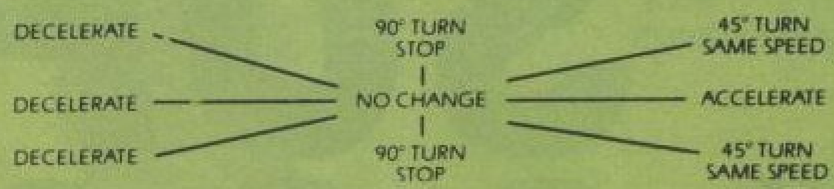
ACTION

The main screen shows the pitch which scrolls left and right with the action. At the top speed, energy and force factors of the player you're currently controlling are shown. The player nearest the ball is the one you control and is indicated by a halo appearing above his head. When free kicks or corners are to be taken the screen flips to an aerial view of the pitch.



Focus in on playing details with the joystick:

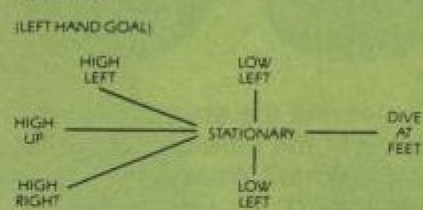
Running If you are running, say from left to right then:



Goal Keeper
He can be moved as an ordinary player, but also has his own set of controls. Moving forward he acts like an ordinary player, but when stationary:

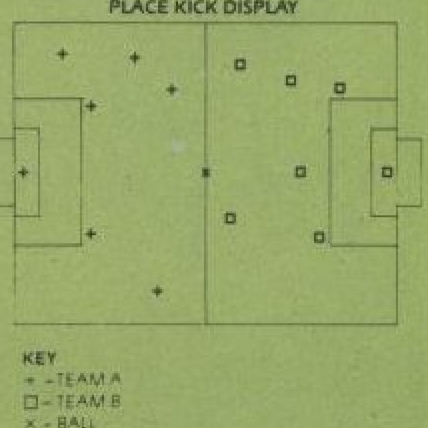


When the keeper is stationary or side stepping, pressing FIRE and moving the joystick acts as follows:



Place Kicks
Free kicks and Corners: A plan view is displayed and the clock stopped. You have 30 seconds to place your team anywhere on the pitch. Move your flashing symbol to the desired spot and press FIRE to get onto the next player. Pressing FIRE and holding the joystick in a position makes the player run in that direction when the ball is kicked. Players one and two do this simultaneously. Play resumes on the referee's whistle.

PLACE KICK DISPLAY

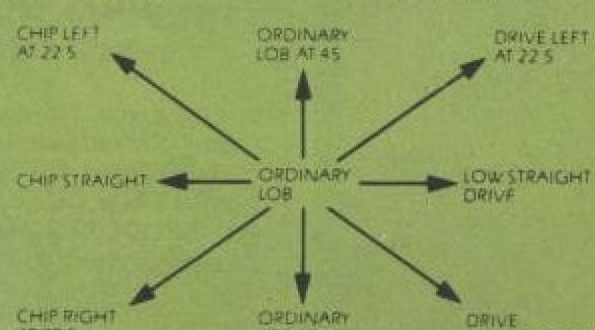


Using Fire
No-one in possession of the ball: Pressing FIRE has no effect as you're automatically given control of the player closest to the ball.
Opposing team in possession: If you are close enough to the player with the ball do a SLIDING TACKLE, the force of which depends on your speed. You get a PENALTY POINT and commit a foul if you hit the player before the ball. If you're a distance from the player with the ball, pressing FIRE will move the halo to your player next closest to the ball.
You are in possession: Dribbling with the ball is automatic with no need to press FIRE. The faster you run the further ahead of you the ball will travel; high speed dribbling is tricky, and close precision dribbling only works at slower speeds.
Pressing FIRE increases your kick force (cyan bar bottom of status box). The ball is kicked as soon as you meet it. Style of kick depends on how the joystick is moved.

MOVING FROM LEFT TO RIGHT



Kicking the ball in dead ball situations
For greater variety of play, controlling the ball at corners, free kicks and penalties is slightly different from normal control. Pressing fire increases the energy, but until you come into contact with the ball your player will not change direction. When the ball is hit the type of kick depends on the joystick input. These controls are transposed for each direction of movement.



The first CRASH Reader Power Game!!

SPACE RACE TO THE DEATH!

ZANTHRAX

by W.A.S.P. (We. Are. Spectrum. Programmers)

Throw-Ins: Use joystick to point the ball in the desired direction. FIRE to build up force. Release fire to throw.
Trapping the ball: Pressing FIRE when the ball (kicked by the opposition) hits a player under your control causes the ball to be CHESTED DOWN. Otherwise it just bounces off.
Heading the ball: If the ball is airborne and your player is close enough to it pressing FIRE will get him to do either a JUMPING header or a DIVING one depending on state of play.
Speed and Energy: Speed increases or reduces energy. Running fast decreases it, running slow increases it. If energy falls to a certain level, your speed is limited until you build it up again.
Penalty Points: Every foul committed scores a penalty point. One point is a caution, two a yellow card and three a red card (blue, yellow and red squares in status area). A player sent off with a red card does not return!
Penalties: Keeper and striker use normal given controls.

HINTS AND TIPS

Don't try to run the entire length of the pitch at full speed, you won't make it. Use accelerate and decelerate to confuse the opponent on dribbling runs. Time running up to the ball and kicking for maximum effect. Learn the art of passing and moving the ball quickly between your team. Use the fire button to change active players in your team. Play to win!

POKEMANIA

More crucial POKEs on your fabbo Mega Power Tape! Check out Nick Roberts' Playing Tips for all the lifesaving details. It's happening from page 29!

NOW IT'LL BE LIKE CHRISTMAS EVERY MONTH!!!

And why will it be like Christmas every month? Because everyone who's anyone gets loads of Ocean/Imagine games at Christmas!!! And from now on, month after month, those great guys at Ocean/Imagine will be adding one of their BRILLIANT games to your already brill CRASH Power Tape!!
If you're a `hardened' games player you already know the sort of quality stuff we're bringing to your Speccy _ and if you haven't played an Ocean or Imagine game before (where have you been?), this is THE way to check out the addictivity of their games and get yourself worked up ready for their stunning new line up for this Autumn/Winter!
Now get stuck into Super Soccer and hold onto your hats for a really bouncy game next month!!! (ie. a `rather swell' Smasher, name of Pogo!!!)

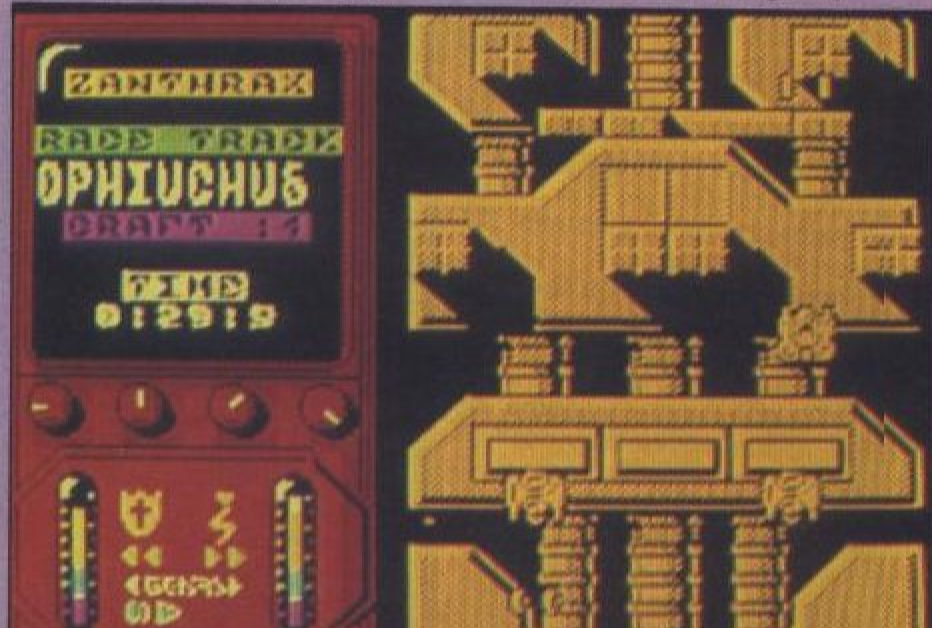
AND COMING UP ON THE RIGHT WING FROM OCEAN

New Zealand Story last month, nothing this month, but next month... Wooooo! We'll be revealing Ocean's conversion of Cabal, plus the film licence everyone's been waiting for _ Batman The Movie, plus The Untouchables, and Beach Volley. And more, more, more (gasp): Christmas biggies Chase HQ and Operation Thunderbolt! All in your November issue of CRASH, the action mag!

Guys, dig this: they call it sport. Racing sport. There was a time when sport meant friendly competition, when losers shook hands with the winner, when cars(!) ripped the track on endless laps at what they used to call Grand Prix events. Well, that's way back in history.

Today's losers don't get to shake hands, they're dead. Sport is now WAR. That's the way vid audiences of the Solar Alliance like it. I've made a fortune on it, but then I'm a champ. Let me tell you about the newest craze: This alien, Zanthrax, whom no one's ever slapped eyes on, because he's firmly sat in his force-wall protected ship, came up with the notion that testing human courage and skill was going to be the sport for him. So he built this giant structure in space. A race track he called it, with twelve segments to complete. This highway in space leads straight to his ship. The creep is full of himself and his power, so he decides he's the ultimate test: Complete the tracks and blow his ship to smithereens.
Sounds easy peasy, but Zanthrax is no fool. Competitors must shoot down ten CHECK POINT DOMES per track avoiding lethal walls. To cap it all he chucks a fleet of his alien minions at you - that's where the WAR bit comes in!
The quicker you finish a track the more points and bonus ZACMAS you get. After every third track you get the chance to dock with a rest ship to gain more bonus ZACMAS. Get through the last track, and you face Zanthrax himself. No one's got that far yet, but we're told his ship has this moving force wall. Our super cannon is supposed to blast through this and bingo!
For motivation a ranking table is provided: See how other guys before you have fared (or not)! Personally, I'm just going to think of all those ZACMAS.
Still keen to be a champ? Now's the time to prove it. Vid audiences all over are waiting to see you die...

LEARN THIS TO SURVIVE!
Game loading completed, you'll be given control options 1 - 4, KEYBOARD (DEFINE), KEMPSTON, SINCLAIR and CURSOR.
Next you get to record your name for posterity using the selected controls:
UP - select whole name
DOWN - erase last letter selected
LEFT - RIGHT — select cursor left or right
FIRE - select letter under cursor
You will now see the rank table.. Press FIRE to continue.
OPTION SCREEN (Ingame)



Cannon Upgrades:
GUIDED moves the fire with the craft
HIGH FIRE allows you to fire over walls
DUAL ACTION fires backwards as well as forwards
Weapon Systems:
MISSILE BLITZ blows up all homing and normal missiles on screen via the weapon key
SIPHON increases your shields and power when you fly over a siphon unit with it on
STEALTH Buy this, and it stops TRACTOR BEAMS pulling you into walls and homing missiles tracking you
TOTAL BLITZ kills all on screen, but you get no alien kill bonus.
INSURANCE replaces all weapons normally lost on destruction
EXTRA CRAFT You need 'em! But there's only eight
Use UP/DOWN to select these options, LEFT/RIGHT to choose the following:
BUY - buys selected items and deducts credit
SELL - opposite of BUY
RACE - start race on next track
RANK - shows the rank table
ABORT - Quits game altogether (wimp!)
Press FIRE to activate these options.
When using the BLITZ weapons, craft power decreases and when it drops to zero you may not use it again until power is recharged (SIPHON or NEW CRAFT).
Power resets automatically on a new track.
Note that when you (P)ause the game during each track, Q returns you to option menu.

DEATH ON VICTORY

This sport is mean. You've shot the ten domes and are looking for the finishing line to land and stop. But beware certain chequered parts: all is not as it seems...
Good luck, guys!

CRASH READERS GO PROFESSIONAL!

Julian Edwards and Lyndon Sharp, the team behind Zanthrax, only formed W.A.S.P. four years ago, after a couple of years practicing programming, mainly on the ancient doorwedge computer ZX81, and in BASIC. Zanthrax was their first real game, and CodeMasters were so impressed with it they put them straight onto converting their forthcoming Speccy release Rally Cross! Fame and fortune awaits...

ACTION STATIONS!

DELTA WING

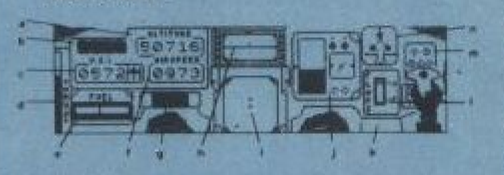
The 1984 CRASH Smash (90%) from Mastertronic
The war in the air is coming to a climax! Never before have your ace fighter pilot skills been so crucial to the outcome of the battle. Will your nerves stand up to this ultimate test? Take off and find out: Life or death are in your hands...

Your jet is fuelled up and armed to the teeth. Time to go! Ignition. Taxi until your airspeed is above 83 knots (full flaps) or 87 knots (no flaps). Then pull back the joystick to take off and climb.
Check out the map for enemy bases, the status report for ammunition and damage reports. You know what your mission is, you've done nothing else for the last few months: Knock out the enemy concentrations and protect your own bases from aircraft attack. Always tough, now even tougher...

enemy plane — position of your bases
your plane — position of enemy bases

BATTLE PLAY
If the position of the two planes is the same at any time, the symbols will be overlayed and turn red. Watch it: the minute you start your mission an enemy aircraft will be within radar range, which will overlay your symbol on the map screen - they like you even less than you do them!
You know you'll get hit: damage is indicated by the amount of plane on left of screen which is coloured red. When it is completely red, you've bought it!
The number of bullets and bombs are shown on the right.
Found the enemy bases? Right, decide which one to attack and fly there. Don't forget your own bases though. If they are attacked and destroyed, you have nowhere to land and refuel (and rearm).!
The moment an enemy jet is in range start firing your 20mm cannon (as if you wouldn't). Yellow border flashes indicate your hits on the enemy, red flashing means he's got you. Seven direct hits knock a plane out.
Once over an enemy base press ENTER to drop a bomb. Careful aim is vital: you only have one bomb per base!
Damaged, low on fuel, out of ammo? Land close to one of your bases for an overhaul.
LANDING
A successful touch down needs a vertical speed (VS) of less than 15ft/sec. Get between 15 and 60 ft/sec and your plane will bounce, greater than 60 ft/sec and you're a hole in the runway!
Keep your speed to less than 200 knots and ideally 100 knots, with flaps down to avoid stalling. Angle of attack should be less than 22%, the equivalent of 2 notches on the Artificial Horizon, below the central line. Don't bank, and have your undercarriage down (!).
To be refuelled, repaired and rearmed land within a = mile of the base and be stationary (no thrust). If you're not close enough, taxi up to it.

CONTROL PANEL



CONTROL PANEL
a - Altitude in feet
b - Brake Indicator (above VS). Can be used on the ground and in the air.
c - VS (Vertical Speed Indicator). Shows the rate of climbing or diving in ft/sec.
d - Thrust (left of fuel gauge).
e - Fuel Gauge
f - Airspeed in knots
g - Stall Warning (right of fuel gauge)
h - Vertical Position Indicator. This is in effect a radar in the vertical plane, the range of which will correspond to the radar range currently selected. Each blip on the radar has an equivalent one on the VPI. The centre line of this instrument's display represents your current altitude, so anything flying above the line is higher than you.
i - Radar. The central dot represents your plane, the other dots are enemy planes or bases within range. Radar (and VPI) can be operated in short or long range mode, which correspond to four and 16 miles. Press R to change modes. Anything appearing above the central dot is ahead of you, anything below is behind.
j - Artificial Horizon, comes in two parts: a bar sh· wing the current pitch angle, and the roll angle shown on the left.
k - Compass: shows the current bearing of your plane and is used for navigating to enemy bases, etc. North on the map screen is directly up.
l - Flaps: shows how much flap you are using from zero to full. Its function is to help avoid stalling at low speeds and essential for landing.
m - Bomb indicator is green when you can bomb, red when you have just dropped one or are out of them.
n - Undercarriage Indicator: green when it is down, red when up. Do not travel at more than 320 knots with the undercarriage down.

FLY THAT PLANE!
Keys
L - left
P - right
Q - up
Z - down
U - undercarriage up or down
M - map
ENTER - drop bomb
B - air brakes
T - increase throttle
G - decrease throttle
F - flaps up
V - flaps down
R - change radar range
S - music on/off
Joystick: Sinclair, Kempston, Fuller, AGF/Protek

Concluding our ad

THE KET TRILOGY
Part three:

THE FINAL N

The day you were framed for murder, the trial, the sentence to a grisly death - all these horrors seem like years ago, even though it's only been weeks! The offer of life from the desperate Lords of Ket, and your decision to accept this foul mission into the Mountains of Ket are but a hazy memory, pushed back by the horrors you've survived.

Well, they told you to destroy the Priest King Vran Verusbel and his cult of Mad Monks, to eliminate their High Priestess Delphia and give the Lands of Ket a chance of a peaceful life free from their marauding hordes, - and despite all odds, you haven't done too badly. Sure enough, every time you felt like turning back and giving up there was your dear little friend Edgar to convince you oth-

PLAYING THE ADVENTURE

When entering commands use a Verb/Noun combination. You'll be told if your command is not understood, or if you're trying something impossible. Here are a few sample commands: Get sword, prepare sword, throw cane, climb down, go east.
Additional special commands:
Inventory: Lists objects you have with you and shows your prepared weapon.
Stat: shows your current condition.
Score: how well are you doing?
Beep: turns off the Speccy keyboard beep.
Help: May be useful. Look: redescribes your present location.
Quit: ends the game.
Commands may be abbreviated: Inv: Inventory, N: North, U: Up, etc..
Your statistics measure your current condition: Prowess, Energy and Luck. These are used in combat. You'll be told your statistics at the beginning of the adventure, and they may be checked at any time using Stat. The higher the better...

adventure epic from Incentive Software!

L MISSION

erwise. The magic assassin bug with the poison fangs sitting on your neck was a neat idea of theirs. Better to brave the dangers ahead than a pain in the... But then, Edgar is helpful too, with his information on all you encounter, and you probably owe him your life.

VICTORY AND PAIN

He didn't stop that blow to your head though, and the pain is killing you. Everything had gone so well. The Temple of Vran was awful, but cunning put paid to vile Delphia. The sheer joy of having destroyed one of your two targets egged you on. Using her magic sceptre you found the secret entrance and stairs down to the lower Temple. Euphoria pushed you on, even though gloom and thickening air enshrouded you. Fool! It was just the place for some coward to swipe at you - Ow! That must have been hours ago, and now you know you face the evil Vran Verusbel himself.

THE FINAL MISSION

The Priest King lurks in his inner sanctum, deep underground and beyond the five enigmatic Gate Guardians. Defeating him will test you to your limits, but there is no escape. You have got this far and have nothing to lose. Victory must be yours!

It occurs to you that killing Vran may benefit Ket, but it is you who is at stake as well. How will you secure your own route to freedom and life?

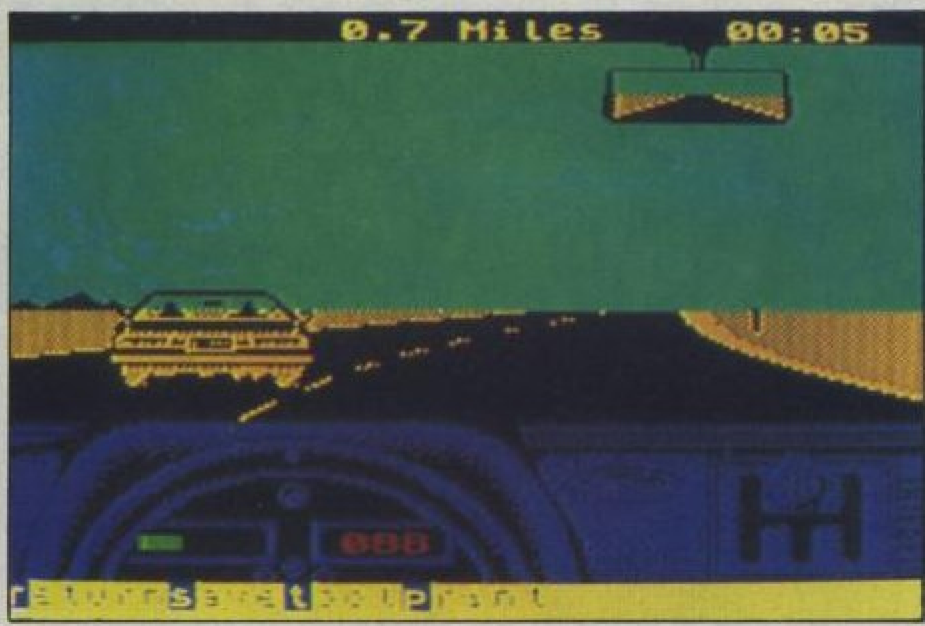
HOW TO FIGHT

If you get into a fight a special combat screen will be displayed. It shows your abilities and (thanks to Edgar) those of your foe. Combat is split into a number of rounds, ending when one of you dies or flees. Each round your prowess and that of your opponent is compared. The higher of the two has more chance of hitting the opponent, but even low prowess may hit! A hit decreases the opponent's energy, and total loss of it means death. You get a chance to dodge, but Luck is needed. Don't let it run out!

A taste of burning rubber!

THE DUEL - THE DEMO

Accolade are going to take YOU for a spin in a Porsche with our exclusive Power Tape demo of The Duel — TestDrive II. Accolade have specially put together this demo to give you a chance to take in the sights as the driver takes you for a trip on The Duel's mean roads. Just sit back, strap yourself in, and get a passenger's taste of what is to come next month when The Duel goes on release and lets YOU take over the steering wheel (if you dare). Bear in mind that even now Accolade's programmers are revving up the cars to make the race and animation sequences even faster than on this demo! Veeeerrrrrrrom!! Crash!?

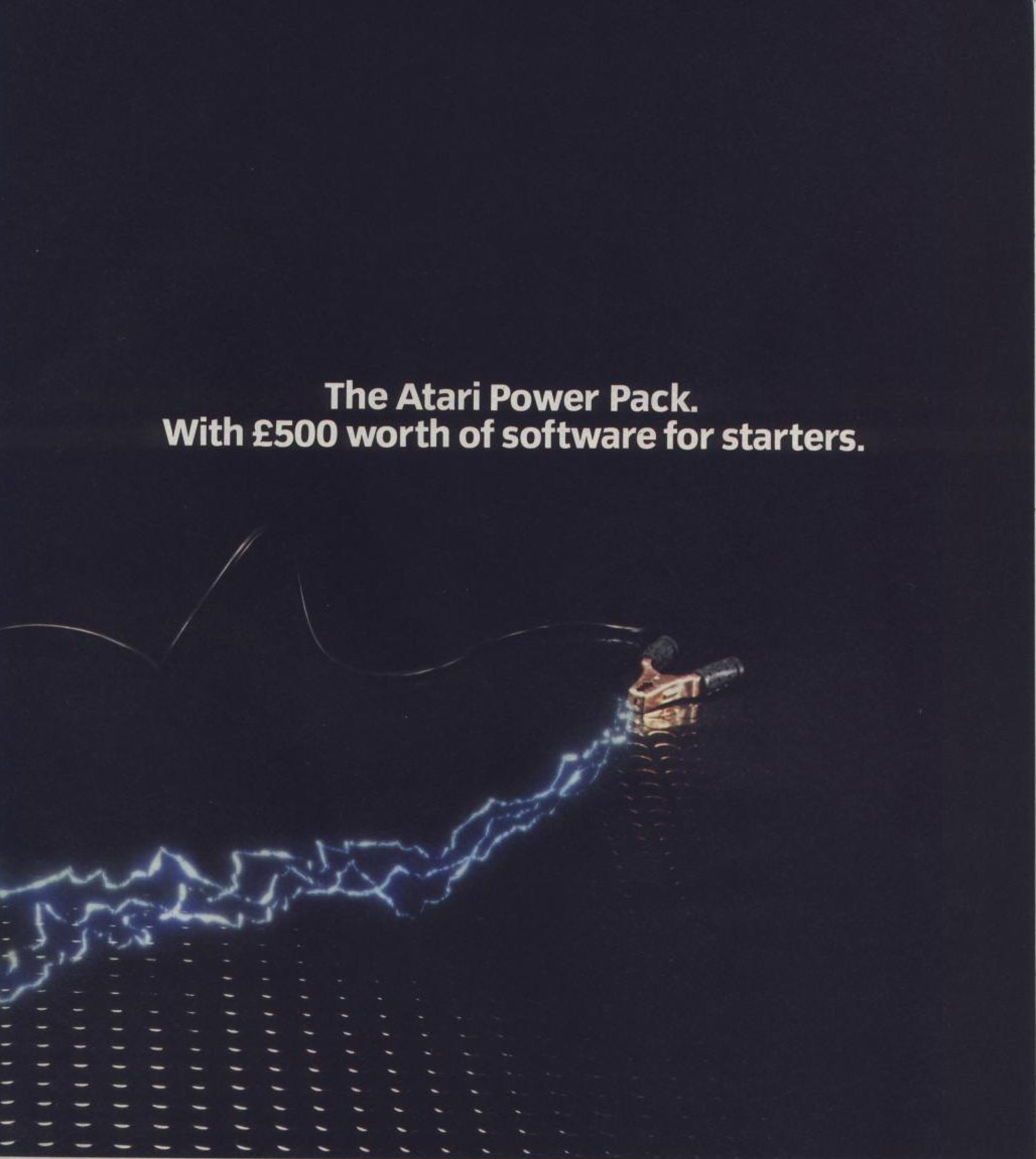






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ATARI POWER PACK

Atari Corp. (UK) Ltd., Atari House, Railway Terrace, Slough, Berks. SL2 5BZ.

C28/SEPT

GO AHEAD PUNK, MAK

Lean, mean and accurate ... BLAM!! The new Defender light gun from Cheetah is here, and Richard Eddy takes an exclusive peek at the latest Speccy add-on that's aiming to rival Sinclair's very own Magnum.

It's a fact! The people from Wales are absolute boffins when it comes to producing Speccy stuff. There's the Sam Coupe from MGT, the Sinclair Magnum developed in Swansea by Trojan, and now Cheetah in Cardiff have a spiffing new light gun called the Defender, which looks like it's going to knock the Magnum into a cocked hat when it's released any time now. Mainly 'cos it looks dead good, but especially as it's a fiver cheaper at £24.95.

The Defender is the end result of a year's work by a group of Cheetah's top engineers, and it's just a smidgeon off being finished. Unlike the Magnum (featured in the August issue) it actually looks like a gun, rather than a space phaser, and is constructed to give the same feel as a real pistol with weight, trigger balance and precision. So remember - don't point this at your granny unless you're prepared to get into heaps of trouble!

The 128K/+2/+3 version is the closest to being finished. This connects to the Speccy via the Keypad/Aux port. A 48K version is also underway, and will connect via a joystick interface.

Unlike the Magnum, the Defender has the smart inclusion of a sliding autofire/function select switch. This, if the software suits, turns the Defender into a machine gun, or allows you to select different weapons on screen.

Until recently Cheetah hadn't seen the Magnum — but when they did get their paws on it, they thought it a tad primitive. They're now confident that their Defender is designed, and works, a lot better. Of course, the TV screen will flash when the trigger is pulled, but Cheetah say it shouldn't interrupt gameplay as much as the Magnum does.

Gameplay? Coo, yes! While Cheetah have been busy constructing the gun, best-selling budget house CodeMasters have been programming six super games to make the most of the Defender. And what are they all about? Read on a find out...



BRONX STREET COP

Author: Pete Williamson

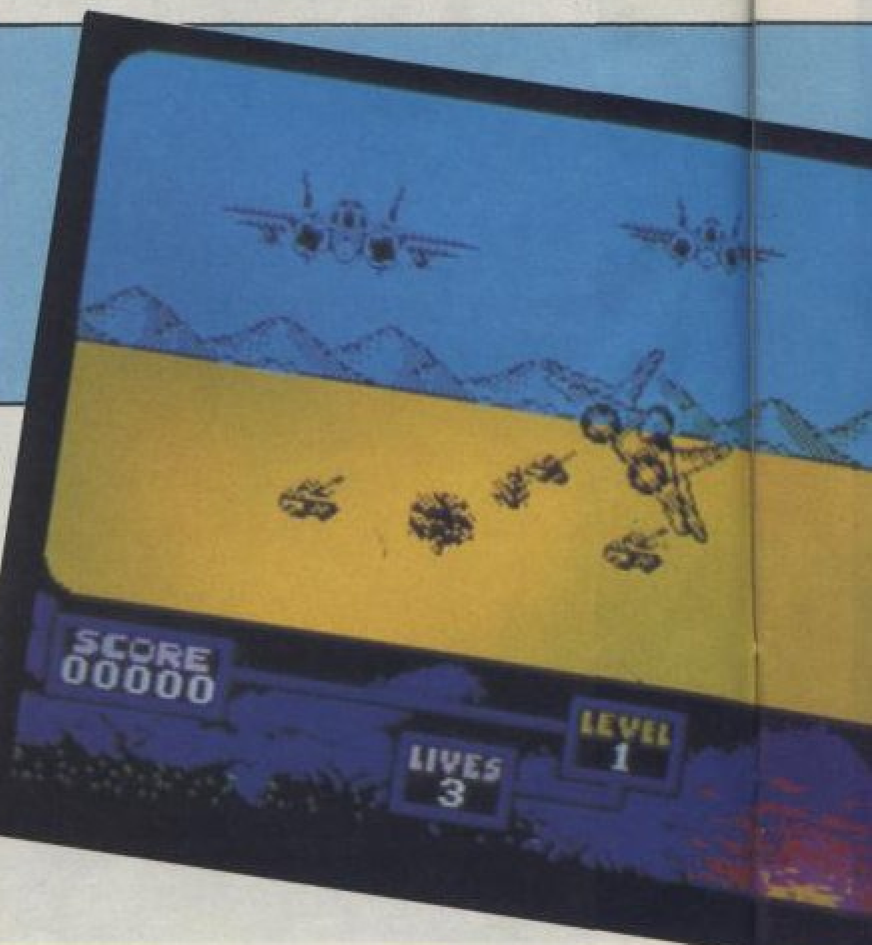
It's tough on the streets... especially the streets of New York's Bronx area - unless you own a Defender! There's five levels to the game, starting with a training session. The action really hots up in the first mission, where you have to track down armed robbers and bump 'em off. More missions follow, each getting progressively more difficult as you face crazed muggers, evil drug pushers and other vile pieces of work.

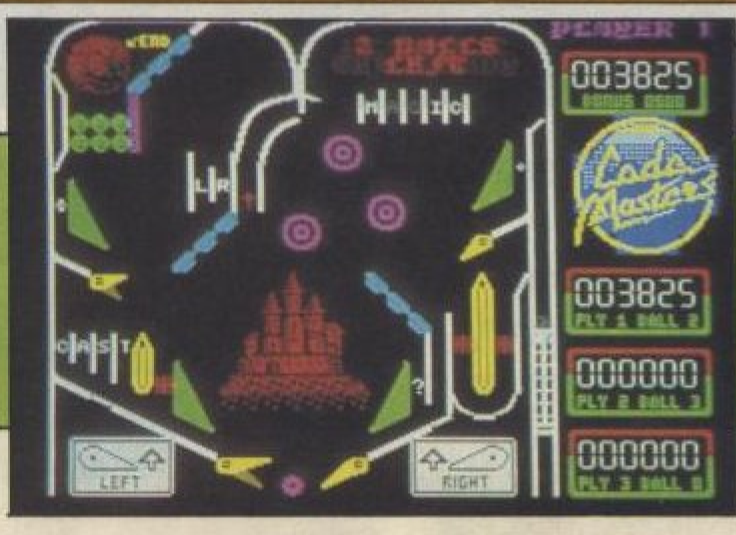


SUPERCAR TRANS-AM

Author: Pete Williamson (prolific)

Jump in the driving seat of a V12 turbocharged armour plated flyer and prepare to race from the beaches of California to the skyscrapers of New York. You're armed with ground-to-ground and remote-controlled air defences. You decide the direction the car takes by firing at a right/left icon on screen. Sounds like a novel way of getting about.



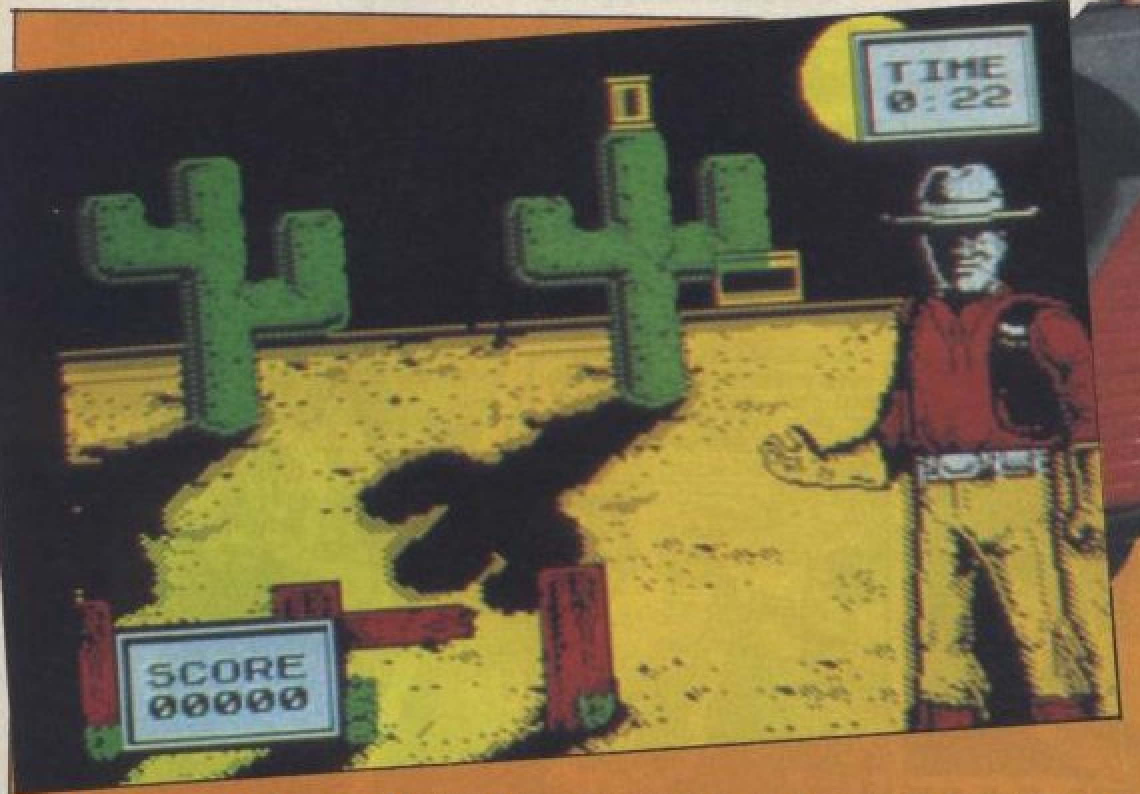


ADVANCED PINBALL SIMULATOR

Authors: The Oliver Twins

A previous CodeMasters hit gets the light gun treatment with fast flippers, gates, barriers, bonus lanes, extra balls, a ball trap and loads more pinball features, and it's all controlled by the light gun firing at left and right flipper icons on the side of the table.

KE MY DAY!!



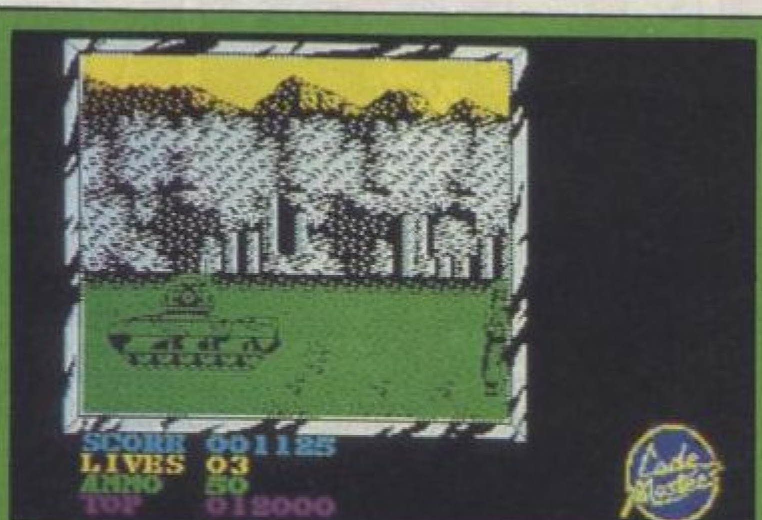
BILLY THE KID
Author: Gary Priest

Become the most famous cowboy of them all and load up for gun-slinging action from the wild, wild west. You can practice shooting cans hurled into the air, and then go on to to become a fully-fledged outlaw in a bank raid. Watch out for the Sheriff now, or you maybe challenged to wild west high noon shoot out — five paces, turn, fire and all that milarky!



F-16 FIGHTING FALCON
Author: Pete Williamson (even more busy)

Four levels of 3-D flight combat. To defend your Falcon against the Soviet MiGs and 'copters, point the light gun at enemy targets and let rip with a barrage of heatseakers, sidewinders and heaps of other missiles to blast everything outta the sky! To avoid oncoming planes and their missiles, shoot(!) your plane to take evasive action.



JUNGLE WARFARE
Author: Jason Falcos

Level after level of hostile forces to destroy — tanks, 'copters, jeeps, crack commando snipers, enemy aircraft... the list goes on. It's taken from Super Tank Simulator (reviewed this issue), the action viewed side on with the scenery scrolling right to left while you shoot at a seemingly endless onslaught of enemy troops!

More info on the Defender from Cheetah, Norbury House, Norbury Road, Fairwater, Cardiff, or bell 'em on 0222 555525 — tell them **CRASH** sent you.

COMPETITION



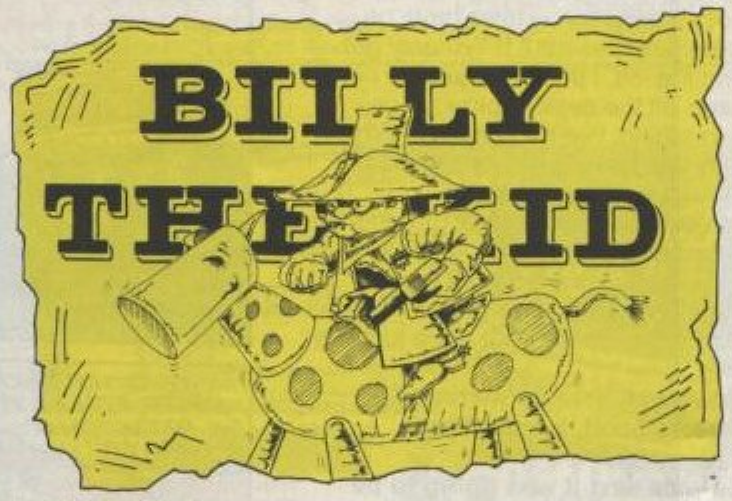
YOUR CHANCE TO WIN ONE OF FIFTY DEFENDERS!!!

Fifty, yes FIFTY, Defender light guns are being given away by Cheetah in this fabulous compo. Erm... well that sort of sums it up really. Er... Hold On! How many prizes does that make then, when the six games are added to fifty guns? Er... six times fifty is... um... six fives are thirty times that by ten and that makes 300, add the number of light guns, fifty, and that makes... durrr: 47!!! (350 prizes dimwit —Ed).

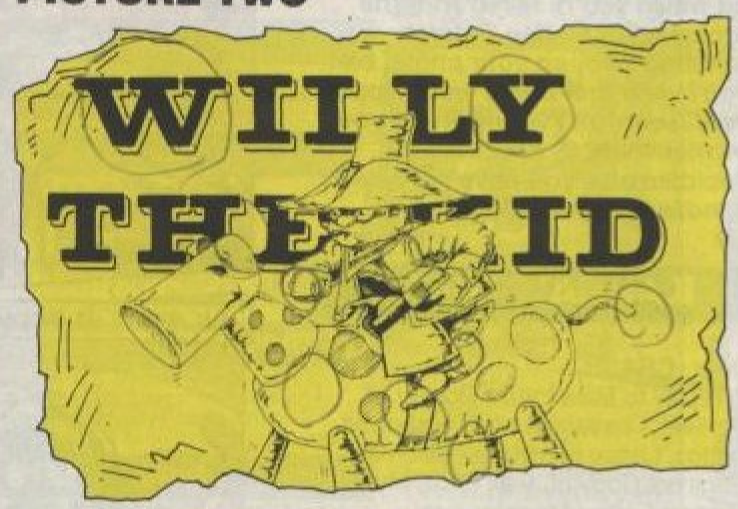
Ah yes! 350 prizes altogether! Brilliant!!

Anyway, as we were saying: 50 Defender guns, each with six games and worth £24.99 each, are up for grabs. But before you can start blasting, you've got to spot the difference between these two Billy The Kid drawings! In the second picture there are TEN differences from the first. If you can spot them all, cut out picture two, with all differences circled and send it to: **IT'LL MAKE MY DAY IF I WIN THE DEFENDER GUN COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.** All entries here by October 19, and compo rules apply.

PICTURE ONE



PICTURE TWO



Name ______________________

Address ______________________

____

Postcode ______________________

My Spectrum is a 48K 128K +2 +3

Live Circuit

Views ● News ● Jetman ● Forum ● Classifieds ● Winners ● As compiled by Lloyd!

It's all been go this month! The CRASH team seem completely frazzled. Either they're doing too much out of work, or it's true that so much has been going on in the software scene! But then they all complain about overwork all the time anyway... As for me, well I have finally got a (silly) Letter of the Month, so read on. Any comments are welcome: Send them to LIVE CIRCUIT, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.

Letter of the Month

BATTERED!

Dear Lloyd,
Help! I am in despair! I am a confused little Speccy and I don't know where to turn; I am a 48K board living inside a 48+ keyboard. It's just not fair, I've been broken twice and I'm always getting 'Manic Miner' played on me.
I'm always getting battered, especially when the master of the house gets beaten, he takes it all out on me! It's not really my fault is it?
I know I'm a computer, and that I can do a lot of things but I can't swim can I? So I don't know why I'm always getting drowned with juice or tea by the little ones in the house. How many lives have us wee Speccies got? If I've only got one life left, I think I'll waste it, I'll jump off the desk or blow up or something, I've had enough. When they are loading something on me they don't realise that I'm screaming at them, they turn the volume down!!!
Please print this letter as there might be some other poor desperate Speccy out there just like me
How many lives do we have???
Teresa Scott, Northants.

No-one said it was going to be easy, but surely, you can't give up when you're faced with the prospect of having Batman running through your chips, can you? And that might well happen very soon, as I've rewarded your owner with £40 of Software! Incidentally, you have very neat handwriting for a Speccy!
LM

LAURA'S DIARY

Dear CRASH,
In reply to Miss Laura Powey of Dorset: I have just what you need, kiddo. I have in my possesion an Original Copy of, wait for it, My Secret File by Mosaic.
Quote: 'Are you embarrassed by your secret ambition and driven batty by your eccentric family?' you can choose your own secret code so that NO ONE ELSE can read your secret file.
So Miss Laura, if you would like to take it off my hands then you can have it, plus its own book of



instruction, FREE! Yes FREE. Please write to me at my address. I do not need it anymore because I am now married, so now I do not have any secrets. Ha, Ha, from my wife.
Write soon if this is helpful.
Andy Dalli, 31, Victoria House, South Lambeth Road, London SW8 1QT

Help is at hand then, Laura — I would have posted this on to you personally, but the Crash office being the pig-sty that it is, your letter was lost.
LM

MORE HELP

Dear Lloyd
Here is a response to the letter from Laura Powey (in the September issue of CRASH).
A lady's diary should always be secret!
1. Type in your diary as a 'REM' statement or statements.
2. When you have finished, type: POKE 23755,255 (with no line number) and press enter, TWICE. The screen is now blank. Then save the program. When the program is reloaded, the screen is blank. You can only see the listing by typing: POKE 23755,0 and ENTER.
This will make the diary safe providing your brothers do not know the 'trick'.

This method was picked up from a book called 'Trade Secret' by G.A. Bobker. I hope this helps.
Mark Longhorn, Bristol.
Right Laura, there's two solutions for you. And I specially printed this for any other secret diary users!
LM

IS IT A JOKE?

Dear Lloyd
In reply to the letter by Adrian Hunt from Worcester (issue 68) about the Copyrights, Designs and Patents Act, it's got to be a joke hasn't it? I recently bought a +3 Speccy for file handling, memory capability and speed of software loading (No more waiting for tapes). Having left the computer scene for at least 6 months, I was happy to see Romantic Robot's Multiface 3, because some of my friends own other Spectrums (+2's etc) and also because I had a few games stored in the back of my wardrobe from my last Spectrum. Saving from tape to disc seemed to be the best move. Sadly the Multiface 3 is no longer available. Do you think this may in any way put the Spectrum back a step or two. (What would you rather have, a +3 and still have to wait for taped software to load or the same software but on disc).
Thomas O'Dwyer, London.

It is a pain now that the Multiface 3 is no longer available, but I'm sure it makes software houses happier to know that their disk software sales should rise. However, as I said last month, I wouldn't think you'll end up in the slammer for backing up legitimately bought tape software using your Multiface 3.
LM

PATHETIC

Dear Lloyd
I am writing about the pathetic new law on the Multiface. The law claims to prevent 'pirating' but in fact it only makes multiface-users suffer because pirates will still be able to pirate software by using a twin tape deck. There's only one way to prevent pirating and that is to lower the price of software. This way people wouldn't have to pirate their own games or buy them off pirates cheaply as their money would stretch further. Continue to fight the pirates but bring back the Multiface.
Grant Smith, Gillingham.
The law isn't really 'on the Multiface' only — it applies to all areas of copying, including tape to tape. You bring up the subject of lower price to kill off piracy — and many software houses have tried using a £4.99 price point instead of a £9.99 point. Sadly, these attempts have never succeeded, either with the distributors or customers, so for now it looks that we're firmly stuck with a budget price of £2.99 or a standard full price of £9.99.
LM

KANGEROO-GEROO-GEROO

Dear Gang
I've just stumbled across an issue of CRASH mag in my local newsagents. It's the first issue I've ever seen, and it prompted me to unpack my Spectrum.
Perhaps you could help me with a few questions. I have a Spectrum 48K, and would like to know if there is somewhere, whether in Australia or England, that I can buy a joystick and interface. I'm presently using a Stone Chip programmable interface, but I find this unacceptable.
Also what would you recommend as the best games in the following categories, and where are they available? Combat Flight Simulator, both aircraft and helicopter. Adventure games, fantasy, sci/fi, strategic games
I realise that this stuff will probably need to be mail ordered, but I hope you can help me.
Shaun Tiernan, Australia.

Welcome aboard Shaun. To help you out here's some answers: The best way to find an interface is either through your nearest retailer or in the classified sections of mags (like CRASH). For games, why not try writing to MicroProse at 2 Market Place, Tetbury, Gloucestershire, England as they specialise in the kind of games you're after.
LM

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WORD SEARCH

Dear Crash
I am writing in the hope that you may be able to help me out with one or two problems.
Firstly, I hope you can advise me on a suitable word-processing software package, on disk, for my plus 3. I have all the necessary hardware, including printer and so the software is all I need. A reasonably basic package would be fine.
Simon Pryde, Northumberland.

Simple — what you need is Tasword 3 from Tasman software on 0532 438301. Happy?
LM

FOUL!

Dear Sir,
Having spent a considerable amount of time and money developing Treble Champions, we were utterly appalled to read the totally unprofessional 'review' of the game in your September issue.
We appreciate that in writing this letter we leave ourselves open to the charge that our complaints are nothing more than sour grapes, but we can assure you that this is NOT the case. Indeed, it is worth mentioning here that Treble Champions has already received two very favourable reviews from Sinclair User (77% Overall) and Your Commodore (88% Overall).
In contrast to these reviews, it would appear that your reviewers have made no attempt to carry out a serious and professional evaluation of the game. To add insult to injury, you have even managed to get the price of the game wrong. The Press Release that accompanied your review copy clearly stated that the price was £9.95.
Can you imagine the effect your error will have on those readers who, despite your 'review', decide they would like to buy a copy of the game and then find that the retail price is £9.95 and not £7.95 as you have stated.
The fact that so much time and effort has gone into developing Treble Champions does not mean that we are entitled to a good review, but Treble Champions certainly deserves better than to be dismissed out of hand by your reviewers simply because they have decided that there are already enough football strategy games on the market; '...those kind people at Challenge Software seem to think you need a new football managing program...', and, 'Despite all this, with endless football management games on the Spectrum market, I don't see why Challenge Software thought we needed another'.
This last comment alone is a clear indication that your reviewers have made no attempt to approach the review with anything like an open mind.
By his own admission, Mike does not care for football strategy games, 'I have to admit to a bit of addictivity about football management games, or at least, six or seven years ago', but if he is quite incapable of putting his own personal likes and dislikes to one side when carrying out a professional assessment of a game, then perhaps he should allow someone else to do the review.
It would appear that in addition to having to review 'another' football strategy game, Mike was also a bit peeved that the program was multi load. Are your reviewers reviewing games or loading procedures? Does it really matter if the game is multi load? How does this affect the quality of the game?
We don't know how much time your reviewers spent on Treble Champions, but if they had got as far as saving and loading a saved game (or even reading the instructions) they would have discovered that a saved game is NOT multi load. Bearing in mind that Treble Champions has 5 divisions, we think that even your reviewers will acknowledge that anyone playing the game will load a saved game far more frequently than the master tape. So, just how much of a problem is multi load?
Mike also says that once the main program has loaded 'you wait for hours for it to get on with the rest'. Compare this comment with our note in the instructions where we explain that after loading the main program there will be a delay of approx. THREE AND A HALF MINUTES while the game initializes. Remember, this is a 'professional' review.
We now come to the most disgraceful comment in the'review' where Mike says 'There are no special features to recommend it'. Any football enthusiast will have great difficulty in reconciling this remark with the list of features in Treble Champions that will not be found in other football management games.
It may come as a surprise to your reviewers, but there are thousands of people (including many of your readers and the thousands that have already purchased a copy of Treble Champions) that do not share their view that there are already enough football strategy games on the market and, by dismissing Treble Champions so lightly, they have let these people down, and they discredit the reputation of your magazine for serious professional reviews.
As previously stated, this is not a case of sour grapes, but a very genuine complaint which we hope will be treated with far more consideration than was given to the review of Treble Champions.
Incidentally, you may be interested to know that as a measure of our confidence in the quality of Treble Champions, we offered a money back guarantee to our mail order customers as part of a special promotion when we first released the game earlier this year. Our offer stated that if they did not agree that Treble Champions was now the 'No 1 Football League Simulation' they could return it within seven days and obtain a full refund of their money.
Mike and Nick will, no doubt, be astounded to learn that only 4% applied for a refund. A massive 96% were happy to keep the game. This was a remarkable endorsement of our game, particularly when you consider that Treble Champions includes a saved game and that our customers had a full seven days to evaluate the game. So you see, we know that Treble Champions is a far better game than your reviewers would have your readers believe.
We have not written this letter in the hope or expectation that you will publish it, but if you wish to do so we have no objection, provided that you publish the complete letter.
Having been associated with your magazine for over three years, we had expected a professional review of Treble Champions, and we shall be interested to hear your views on the very genuine concerns expressed in this letter.
Yours faithfully,
R. Clayton, E & J Software

Well, what can we say? Nick and Mike admit to having played many games like this before, which may have coloured their view (just check out our budget section this month). Management games have been around a long time, and their feeling was that the implementation of this one was not staggeringly innovative. A point to consider is that given two days to review a game, simulations of this type can suffer from not being checked out in every detail. In the end CRASH must rely on the views of its reviewers. They're human, and complete objectivity is impossible. I'd be interested to hear from readers on this one: write in!
LM

COMIC CONVERSION CAPERS

Pow, Biff, Zap, Kapow, holy licences, Batman (whoops sorry, they're DC Comics aren't they, silly me) - Covent Garden based software house The Edge have just announced the signing up of two of Marvel Comics' biggest licences. The first will be The Punisher, and will follow the story of one man's vigilante fight against organised crime after his family is murdered by the Mafia. Released initially on the 16-Bit computers to tie in with the movie now in production and starring muscleman Dolph Lundgren, the Punisher should see the light of day on the Spectrum in late December.

This will be followed shortly afterwards by The Uncanny X-Men. The Edge's boss Tim Langdell commented: 'We are very excited indeed about this new addition to our growing line-up of excellent 'classic' characters', although the X-Men games (three are planned) will be based on the American cartoon series soon to be shown in Britain, rather than a film tie-in. But until She-Hulk signs up to play the Jolly Green Giant, make mine Marvel - 'Nuff said.





THE CORK IS BACK!!!

He's back — back! Mark 'Corky' Caswell has returned to CRASH after a six issue break where he was stationed on the good ship TGM. But, like anyone with a bit of sense, he realised that the Atari ST and Amiga is no match whatsoever for the Speccy! Hurrah! But on a sadder note we've said tatty-bye to Mike 'The Mouse That Squeaked' Dunn. He's gone off to be a Systems Analyst for the Midlands Electricty Board. So next time you reckon your electricty bill is a bit high you know who to write to...

HELP! D'YA NEED SOMEBODY?!

Know then, oh Prince, that between the years when the seas drank Atlantis, and Newsfield set up this wonderful computer magazine, much swearing and gnashing of teeth was heard. Why, because many of Britains adventurers were well and truly stuck on their favourite adventure games. But verily, help was at hand from a friendly bunch of Trolls and Hob Goblins calling themselves the Guiding Light helpline.

It was created four years ago by a fair maiden named Jaqueline Wright who started on a small basis, but found her help was so invaluable to desperate adventurers, that six months ago she decided to rope her husband and their cat named Zork (!!) into the fun. The line is open from 12 noon to 8pm and they boast that they can help with over 300 adventures, the number is 0898-338-933, but remember to ask before you use the phone. If you don't, you may just find your parents will hire the services of a very unfriendly Orc to deal with you.

VIRGIN VIZ

"F'NAR! Snurkle! Hello, viewers, Finbar Saunders (I've Double Entendres) here. I'm coming on your Speccy soon!!! Gurckle! Snerrrt! In a new VIZ COMIC game from (flurple! Glurerk!) Virgin

(G'nuk!). Anyone got a good POKE? (Snigger, phlurp! quack!!)"



THE MISTAKE FROM ATLANTIS

Whooops! Hideous mistake last issue, folks. You remember the Wordsquare From Atlantis compo? Yes? Well, due to Compo Minion being a complete ninny, he left out two words Aqua and Heart and then to prove his utter stupidy even further spelt Cerius wrongly as Ceris. Bah!

So to make it fair to all we're holding the compo open for another month and now you don't need to find either Aqua or Heart but do search out Ceris. The draw for the 30 packs of Atlantis software now takes place on October 19, so entries by then please.

Thank you.

DRAGONS

Again in an adventurous vein, US Gold are preparing to unleash their latest SSI product onto the computers of all you square-jawed hero types (and stop trying to hide behind the sofa). Dragons Of Flame is the latest instalment in the DragonLance saga. As usual there will be lots of nasty dragons, Orcs, Trolls etc to kill, as well as Elves to befriend, as the Draconians attempt to sweep across the land of Qualinesti (or so it says here). So watch out for a review when the game appears towards the end of November priced £9.99 cass, £14.99 disk. And remember, brave adventurers hit first and ask questions later, because all in the land of Qualinesti may not be as friendly as CRASH readers.

DO YOU WANT TO BE ON THE TELLY?

Imagine the scene, you are a space hero standing on the bridge of a space shuttle supervising the docking process of your craft with a huge bomb disguised as a ship. This bomb was sent to Earth by aliens intent on cleaning up the galaxy (a rather terminal way to do it), and it is even now deciding whether Earth deserves to survive (help mummy). The only thing that will help the human race to avoid going BOOM is if a hero type undergoes a series of challenges set by the aliens.

Sounds like a good plot for a computer game, doesn't it? Well it isn't. It is in fact the plot for a new TV series being planned by Broadsword Television Productions, the people who brought you the brilliant Knightmare. It will be transmitted on the new BSB channel next year, but Broadsword are looking for contestants now. Teams of three people will be chosen, but candidates must be between the ages of 11 and 16 on the 1st January 1990. Think you can save the human race with your exteme cleverness? Write now for an application form to - Broadsword Television Productions, Anglia TV, Anglia House, Norwich, NR1 3JG.

MUSIC ON THE SAM COUPE!!

Who is this young chap tinkling away at the ivories, is he a famous pop star, is he a 'roadie' — trendy speak for long suffering chap who shifts tons of musical equipment for terribly important pop stars. (No you fool it's Speccy music maestro David Whittaker, he who composed such musical masterpieces as Platoon, Licence To Kill and Tetris).

Now MGT have contracted Mr Whittaker to produce music and sound effect software for the SAM Coupe computer. His SAM software will consist of machine code 'drivers' that use the SAA 1099 six channel synthesiser, converting data streams into sounds (no we don't know what that means either). Expect to hear lots more about this package when the SAM Coupe appears soon.



NOW YOU CAN LOAD-IT WITH EASE!!!

Fed up with your old data recorder crashing half way through loading your fave game? Well, stop gibbering in the corner and go buy the new 'Load It' Data Recorder from Mills Associates Ltd when it appears soon.

With an adjustable dohicky (ie; an adjustable alignment screw — Ed) to ensure correct tape head alignment and flashing LED lights, this little gadget should reduce the amount of suicide attempts made by peeved Spectrum users. Prices we are assured will be very reasonable.



KNOBBLY KNEES COMPO: THE WINNAH!

Remember the Knobbly Knees compo of issue 67? Ugh! What a sight that was. Out of the many entries that flooded the office, this pair are undoubtedly the very, very worse (they're not even at the same height!).

These legs belong to Brian Hughes from West Lothian, who also has the country's worst taste in shorts. Luckily he was abroad in the south of France when he bared all. A goody bag on its way Brian (and the name of a good plastic surgeon).

GET YOUR LUVVERLY JOBS HERE!!

Ever fancied yourself as a graphic artist? Well, two full time jobs are up for grabs at CodeMasters. The lucky applicants will be working on ST graphic development using digital video equipment (sounds fun). If you would like to apply, please write to Mark Baldock or Tim Miller at CodeMasters Software Co Ltd, PO Box 6, Southam, Warwickshire CV33 OSH. And still on the subject of Codemasters: they will soon be launching a new label called Cartoon Capers. The first two releases will be Wizard Willy and Dizzy II.

CLASSIFIEDS

WANTED

Wanted: Would be detectives for roles in new play by mail game. Send SAE for details to: "Suicide or Homicide", 7 Hartforth Avenue, Acklam, Middlesbrough, Cleveland TS5 8SH.

Spectrum 48K game wanted called Racing League. If anyone has it and is willing to sell please ring 689 8116 after 6pm or write to Bryan Hurrell, 136 Pemdevon Road, West Croydon, Surrey CR0 3QP. Price will be negotiated.

Wanted Genie 128K urgent! Will swap for two of the following: Robocop, Olympic Challenge, Spitting Image, Flintstones or one of the following: Elite Top Ten Collection, Supreme Challenge. Tel. David 0792 798156 evenings. Originals only.

FOR SALE

Spectrum +, over 60 games inc. Op-Wolf, R-Type, Robocop, Matchday 2 and 7 recent mags, joystick interface and art package, recorder, also light pen, free. £70. Phone Bill on Ashford (0233) 643214 after 5pm.

Spectrum +2A with joystick, starters manual and over £400 of software. Everything boxed. Worth at least £550 sell for £400 ono. Phone Jason on (01) 368 2878 or write to The Triumph, Summers Lane, Finchley, London N12 0LE.

£2 each top standard software not released before. Out now 8 different games on offer eg. Arcade Action, Crossword, Football Management. P&P free. Hurry while stocks last. For list write to M, 47 Cookridge Drive, Leeds, W Yorkshire LS16 7HP. Tel. 678310.

+3 Disk Organiser including file attributes, user areas plus much more. Supplied on 3" disk plus manual. Phone Christian Mead on (0494) 714894 for details. Price only £5. My address: 5 Skimmers End, Holmer Green, High Wycombe, Bucks. HP15 6RD.

ZX Spectrum 48K plus Currah Micro Speech package and a Alphacom 32 printer, Cascade cassette 50, also five other games. £80 ono. Phone Monmouth (0602) 4197. Address: One Ridgeway, Wyesham, Monmouth, Gwent NP5 3JX.

Look! 1300 Multiface pokes for the Spectrum. All in alphabetical order. Send SAE and cheque or postal orders for £2.50 to: R. Bryant, 38 Pye Street, Faringdon, Oxon SN7 7AS.

For sale! All originals: Last Ninja II, Outrun, Renegade III and also budget games inc. Scooby Doo, Enduro Racer, Way of the Tiger and more. Phone Seb on (01) 624 0441 after 5pm.

Bargains galore – top Spectrum games titles for around £2.50 each. Many Crash Smashes including Operation Wolf. For a full list tel. 065 82 2112 or write to Sam Flanagan, 14 St. Lawrence Street, Horncastle, Lincs. LN9 5BJ.

Sega Master system, Light-Phaser with 3 games and Hang-on, After Burner, Rocky, Gangster Town, World Soccer, two joypads and a control stick. Worth £240, sell for £140 ono. Phone Kevin on (0843) 585011.

ZX Spectrum 48K+, boxed, leads, manual. Games include Elite, Enduro Racer, Sentinel, Trivial Pursuit II & many more. All for £55. Specdrum, excellent con. boxed with manual, only £18 ono. Both for £65. Northampton (0604) 642816.

Spectrum Plus, boxed, with all wires and an interface, and an Atari console plus two joysticks and one paddle. (4 games included). All this must go for £100. Ask for Richard on (0772) 633447, 9 Rutland Ave, Freckleton, Preston, Lancs. PR4 1HL.

Spectrum 128+2 with light-pen, joystick, dust-cover, interface, lots of magazines, over £1000 worth of games, excellent condition. Worth over £1200, sell for just £350. Phone Ian after 6pm on 095 270 578. Quick sale.

Sega console plus 8 games and 2 joypads for sale. VGC. Sell for £120 ono. If interested contact Matt at (0494) 783203 or write to 60 Poles Hill, Chesham, Bucks. HD5 2QR. Must be able to collect or P&P £15.

35 WORDS FOR ONLY £4.50!

Fill in the form below and enclose with your £4.50 payment, cheque or postal order made payable to **NEWSFIELD LIMITED**. Photocopies of the form are acceptable

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Write your advertisement here, one word per box and include address and phone number if you want them printed.

Multiface bonanza just send £1 for more than 120 Multiface pokes. Send SAE to: Bonanza Pokes, 28 Upton Road, Atherton, Manchester M29 9LN. Cheques/PO c/o I. Oatley above address.

128+2 Spectrum, joystick, Multiface 1, over £80 worth of mags and over £300 worth of games, all for just £320. Tel: (0874) 5128 only use code if you're out of Brecon district.

Spectrum +2 with joystick + six games. Sell for £85 or swap for Commodore computer. Write to P. Donnan, 16 Laburnum Grove, Stranraer DG9 0BU.

Spectrum 128, plus everything that you can think of. Microdrive plus cartridges, Multifaces, printer, light rifle, speech synthesizer, over £1000 of games all over 90%. Crash 87-89. Ring for details (02404) 5560.

Spectrum with over £80 of software, 29 computer mags, mostly Crash's, slightly bust but working tape recorder, all leads supplied, joystick and Interface 2. Won't split. £120 ono. Phone 0307 64868 and ask for Malcolm.

Sega for sale, 5 months old, 6 games inc. great games like Outrun, Thunder Blade, R-Type. Bargain at only £150. Phone (0382) 508027 for David or write to Adamson, 112 Fintryside, Dundee, Scotland DD4 9ER.

Spectrum +, light pen, joystick, all leads, manuals, interfaces, potatoes and heaps 'n heaps of classic games. Worth £40,000.00 to me, but I'm dead so I'll sell it all for £130.99. Tel: 0279 419430, ask for Napoleen.

48K Spectrum+ (with new key membrane), over £530 of software, AMX mouse, data-recorder, 42 tapes from various magazines for free. All worth over £700, sell for £250. Buyer collects. Tel: (0942) 875011. 7 Briarcroft Drive, Howebridge, Atherton, Manchester M29 0PJ.

Atari 520 STFM computer, one month old, £260 worth of software, all top titles, one meg drive, mouse, Advanced Art Studio, Pro Master sampling, mags. Worth £670, will sell for £330. Tel: 061 775 7643 after 5.30pm.

Fully operational Speccy 128K+2, with 2 joysticks, wads of mags, squillions of games (Robocop, Cybernoid, In Crowd, Savage, you name it!, worth +£400). All worth +£700. For you, my son £199. Ring 0865 726908, for Tom, any time (have ansaphone).

2 Spectrum computers for sale +2 and rubber keyed 48K, 2 joysticks, 2 interfaces, 28 mags, over £400's worth of software. Bargain at £300 ono. Phone Alastair after 6pm on Glos. (0452) 611 747.

Spectrum 128K+2 – superb condition, original box, manual, starter pack, 2 joysticks, Kempston interface and over £200 of software (could be sold separately), mags, demo's all for £115. Phone Gary on 0484 861120. BARGAIN!

Spectrum 128K+2, interface, joystick, joyball, dust cover, £700 worth of original games including Robocop, Afterburner, Operation Wolf, Microprose Soccer, 50+ magazines. Worth over £900, sell for £250 ono. Phone Stephen on Lincoln 0621 783619 after 5pm.

Spectrum + tape recorder, 200+ games, also Multiface, Sound Box, Snapshot II. £100. Tel: 0255 220619 (Clacton-on-Sea).

128K+2, 75 mags, speech unit, printer + paper, books, £800+ games, inc. Batman, Indiana Jones, Last Crusade, Forgotten Worlds. Genuine reason for sale. Worth £1000+, will accept £450 ono. Phone Lee on (0942) 55619. Also swap fo Atari 520 STFM.

Spectrum 128K with tape recorder, three port interface, Quickshot II joystick, magazines, manuals and over 80 games, many recent. Worth over £550, a bargain at just over £150. Phone 01 969 1911.

Bargain games for Spectrum 128/48K ranging from 50p to £5. For free list send SAE to David Cummings, 88 Chedworth Crescent, Paulsgrove, Portsmouth, Hants. PO6 4ET.

Spectrum +3, hardly used since bought in January, boxed, joystick, tape leads, dust cover, few games. As new. Will sell for £150. Call (0227) 720210, ask for Andrew. Broadlands, Wenderton Lane, Wingham, Canterbury, Kent CT3 1EJ.

Crash collection for sale. All issues from 2 to 60, all in good condition. Offers to Nick, 0545 580671. Also software for sale – please ring for details.

Spectrum Plus Two, 15 months old, over £250 worth of games plus two joysticks £300. Atari 2600 games console, £80 worth games £100. 13 Park Road, West Woollaston, Stourbridge, West Mids. Tel: Stourbridge 392017.

USER GROUPS

Utilities, programming help, graphics, info, homegrown software for the serious Spectrum user and more! Monthly on Disciple/+D, Opus, microdrive, cassette. £2 your first issue of "Outlet"! Ron Cavers, 605 Loughborough Road, Birstall, Leicester LE4 4NJ.

Music Machine owners! Join the Spectrum Music Group now. Quarterly tape magazine filled with samples, articles, tips and reviews of supporting software. SAE to SMG, 18 Manorley Lane, Bradford BD6 2HF for free details.

FANZINES

FRENZY! NEW! Adventure and computer magazine September-October issue. Issue one - Excellent value!! Dice- action adventures, comps, free gifts and more! Send 20p and SAE to 157 White House Road, Billingham, Cleveland TS22 5BQ - FRENZY!

Blast! Issue Two out now! News, reviews, previews, hints + tips! Tape provided. Free gift issue. Special menu feature. Send cheque/PO for £1 with SAE to Alex Pratt, Three Hepworth Drive, Mirfield, West Yorkshire WF14 0PT.

Pint of gold top and two banana yoghurts. Sorry! Thought it was a note for the milkman! Issue 5 of RAD now on sale. Send £1 to Alex Huhtala, 49 Rushmere Way, Rushden, Northants. NN10 9YB.

FREE! The latest issue of F.S.S is available NOW. Send a cassette only for our tape based mag to 12 Barnsdale Road, Beaumont Leys, Leicester LE4 1AR. Features 30+ reviews, 60+ pages, screenshots, competitions, tips + FREE games and lots, lots more.

MISCELLANEOUS

MEGAPRIX the PBM motor racing game. 30 teams, 65 drivers, 5 engine and tyre types. Compete in a full 16 race Grand Prix season. For more info SAE. Start-up £2, 50p per turn. M Sims, 76 Mount Road, Canterbury, Kent CT1 1YF.

"The Classics" horse racing PBM. Computer moderated results. All features of real racing. Group races, sellers, auctions. Race commentaries, trainers, championship. Fortnightly turns £1. SAE to: Racing Games, 4 Olivier Close, Salisbury, Wiltshire SP2 9JQ.

"Knockout". Boxing - half simulation - half strategy! 1/2 players, 12 opponents, speech, joystick, great sound, great colour + graphics. Reviews: 70% - C.C.C., 68% - Sp. user, 8.5/10 - Oracle, Questionnaire overalls like: 90%, 88%, 79%, 89% etc. A budget Smash from Vinsoft. Only £1.99!! - V. Vity, 11 Willow Gr, Bare, Morecambe, Lancs.

"Grand Prix Riders" – as seen in Motor Cycle News + Oracle (overall 9/10!). Spec.User – "A must for strategy fans – 76%". Features include: graphical race, highlights, crashes, mechanics, weather, tactics, save/load games, loans, sponsors, news, practise . . . £2.99: V.Vity, 11 Willow Gr, Bare, Morecambe, Lancs.

"Spi-droid" excellent 3D scenario platform game: definable keys, joysticks, excellent fast colourful graphics, aliens, Killer Bubbles, moving + dissapearing platforms, secret passages, highly addictive, totally playable, loads of screens + much more – out now! Only £2.50! V.Vity, 11 Willow Gr, Bare, Morecambe, Lancs.

"T.A.G": Britain's fastest growing and best fanzine's now a tape mag! All the usual features: Issue 3 – up to date reviews, previews, pokes, news, features, PBM's, arcades, competitions, programming + more! Only 60p + stamp! V. Vity, TAG, 11 Willow Gr, Bare, Morecambe, Lancs. Issue 4 – November!

Soccer PBM starts October. Only £1 entry and 50p a match. Includes 5 leagues, 2 cups, transfers, injuries, manager approaches, etc. Write to Alistair Crook, 7 Bucklands Batch, Nailsea, Bristol BS19 2PQ or phone (0272) 858708 after 6pm.

EARN EXTRA CASH in the comfort of your own home with your micro, Ready-to-start publishing package available to Spectrum users. Send for FREE details from Dept.8, 8 Kings Road, Shepshed, Loughborough, Leicestershire LE12 9HT.

"Betting Game" horse racing PBM. Exciting,realistic, skilful. Cash and trophy prizes. Contains all features of real National Hunt racing. Starter pack £3, turns £1.50. Fast turnaround. M.J. Gibbard, 15 Broadwaters Avenue, Thame, OXON OX9 2DU.

"Spludgies" – 48K/128K arcade game featuring worms, slime, eyeballs and a blob called Fodney PLUS free game "'Orsis'", a horse racing simulation. Send £2 to: Jamie Round, Freaky Fruitbat Software, 17 Craig-y-Don Road, Bangor, Gwynedd LL57 2BG.

Football Poolsmaster easily most accurate of its kind. Facilities include, predicts homes aways, draws, user friendly, screen dump to printer, analyses past team performances, easy profits. £6.99 on tape for Spectrums. A. Weston, 66 Measham Road, Appleby Magna DE12 7BN.

Pick 'n' Mix. Choose any 6 of the following programs for only £6.00 or all 12 for only £10.00. FREE hex package with every order – word processor, touch typing tutor, character designer, database, sound sampler, 64 column text, message scroller, 3 character sets, double height text, program head reader, interrupt driven clock, renumber program – Please send payment to:- S.J. Howlett, 58 Beacons View Road, Clase, Swansea SA6 7HU. Telephone (0792) 771916.

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Earn extra cash!!! Complete manual reveals how to earn £100's/week with your Spectrum. Step by step, easy to follow instructions £8.95!!! D. Goodson, Unit 36, 108 Westferry Road, London E14 8QB. 7 day money back guarantuee.

Stop playing games use your computer to make money. Turn your hobby into a home based income. High earnings easily possible. Send SAE for free details to Westlink, 12 Hopetoun Drive, Haddington, East Lothian, Scotland EH41 3AP.

DON'T READ THIS! unless you want to be rich. Forget the rest, join the biggest and best, money making scheme going. For free information write to C. Taylor, 12 S.T. Pauls Road, Walton Highway, Wisbech, Cambs. PE14 7DN.

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Free! Free! Free! You look like an intelligent kind of a dude. If you want some info about the plan that has made 1000's rich send an SAE to 30 Church Street, Willingham, Cambs. CB4 5HT. Free! Free! Free!

Join POWER PUNCH, the greatest PBM ever. Start-up only £3. This includes FREE BINDER, FREE TURN, instruction leaflets and start-up pack. Each turn (fortnightly) costs 50p. BIG CASH PRIZES! Send to 25 Souillac Drive, Denny, Scotland FK6 5HE.

Page system database with graphics keys option. Pages can also be created for easy use inside your own basic programs 48/128K. Only £2.99 or SAE for details: M. Kinloch, 6/3 Drummond Street, Edinburgh EH8 9TU.

British Super League PBM. 90p per match. Includes cash prizes, cup matches, transfer market, match reports. Excellent value. For details send SAE to BSL, St Marys Lodge, Sidegate, Haddington, East Lothian, Scotland EH41 4BZ.

Great new soccer, snooker and golf PBMs. Only 50p per session. Large reductions if you play in 2 or 3 of these. Write now for free details to: Neil Kurz, 8 Mayfield Close, Old Harlow, Essex CM17 0LLH.

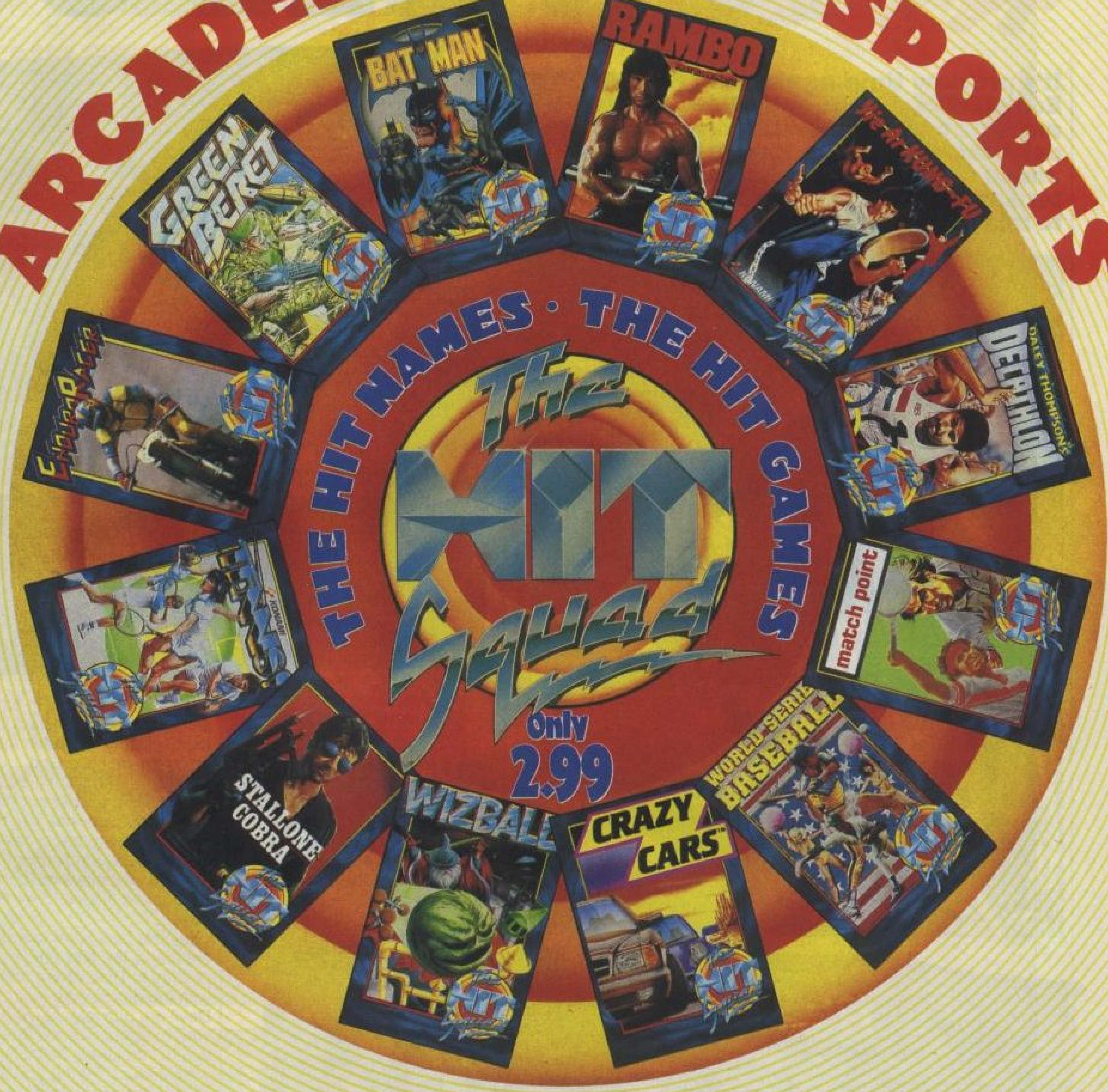
COMPO WINNERS

Some brill T-shirt designs in the **Encore, Encore, More, More, More Compo** in issue 67. The five winners who receive a bumper bundle - all 18 Encore games released and an Encore T-Shirt are: **Russell Smith, Sheffield S8 0HJ. Richard Eggleshaw, Bristol BS10 6RH. Karl Bunyon, Lincoln LN3 5BD. G White, Doncaster DN3 2LB. Dean Lowery, Co Durham DH2 2HG.**

And the five runners-up who receive an Encore T-Shirt are: **Sarah Pope, Leicester LE3 0UQ. James Shephard, Colchester CO6 1BJ. Lee Bryce, Keswick CA12 4JG. Peter Young, Lancs OL3 5EG. Nick Lewis, Cardiff CF4 1SU.**

More results next issue.

ARCADES · MOVIES · SPORTS



WE'VE GOT THEM ALL

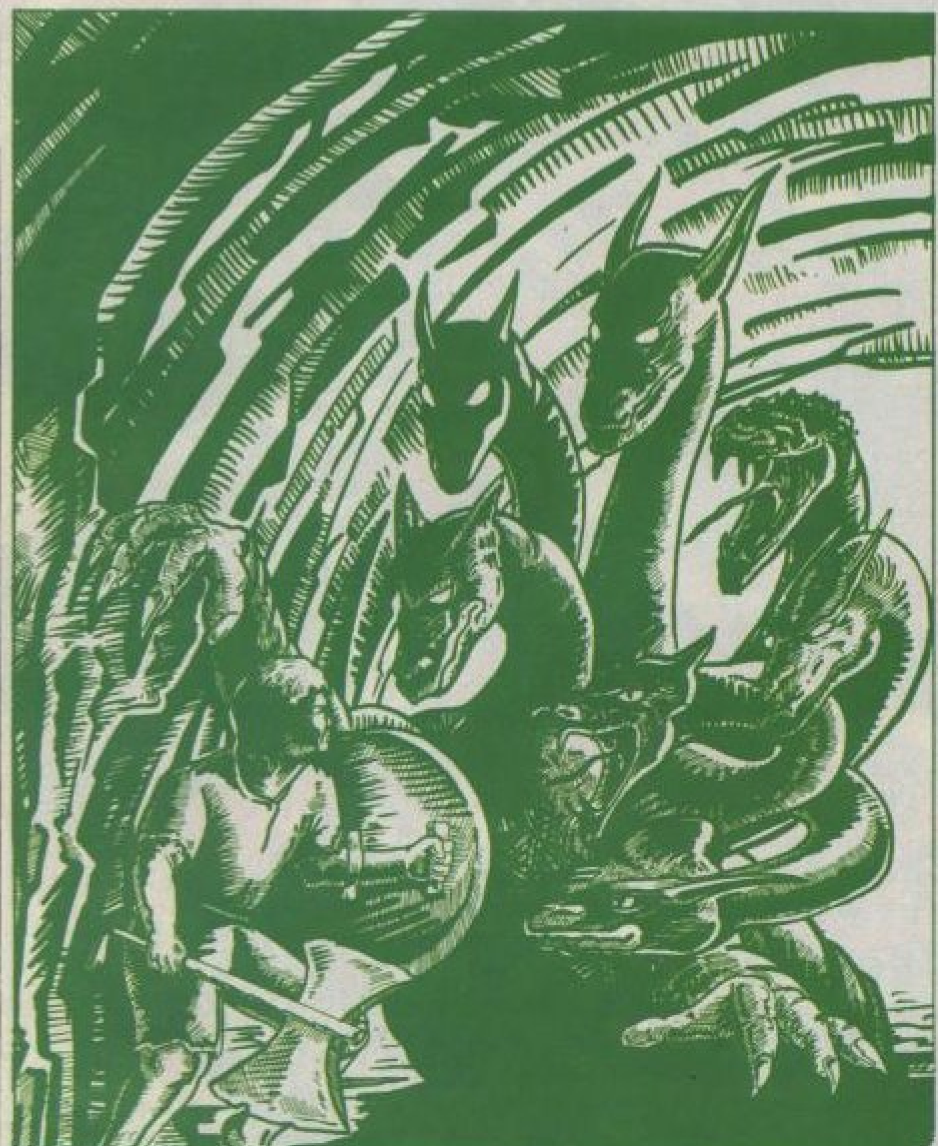
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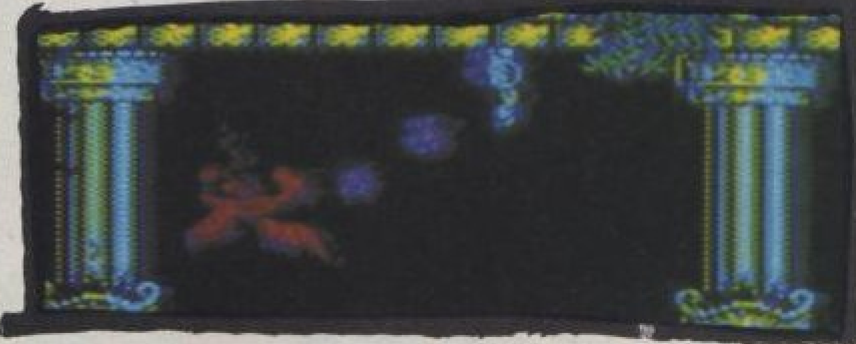
PREVIEW

ALL SY

It's preview time again, and Richard Eddy has been out and about digging up any scrap of goodies to come for your delectation. It looks like great times ahead for game players, too. You'd better save up the pennies if you don't want to miss out! Over to Rich...







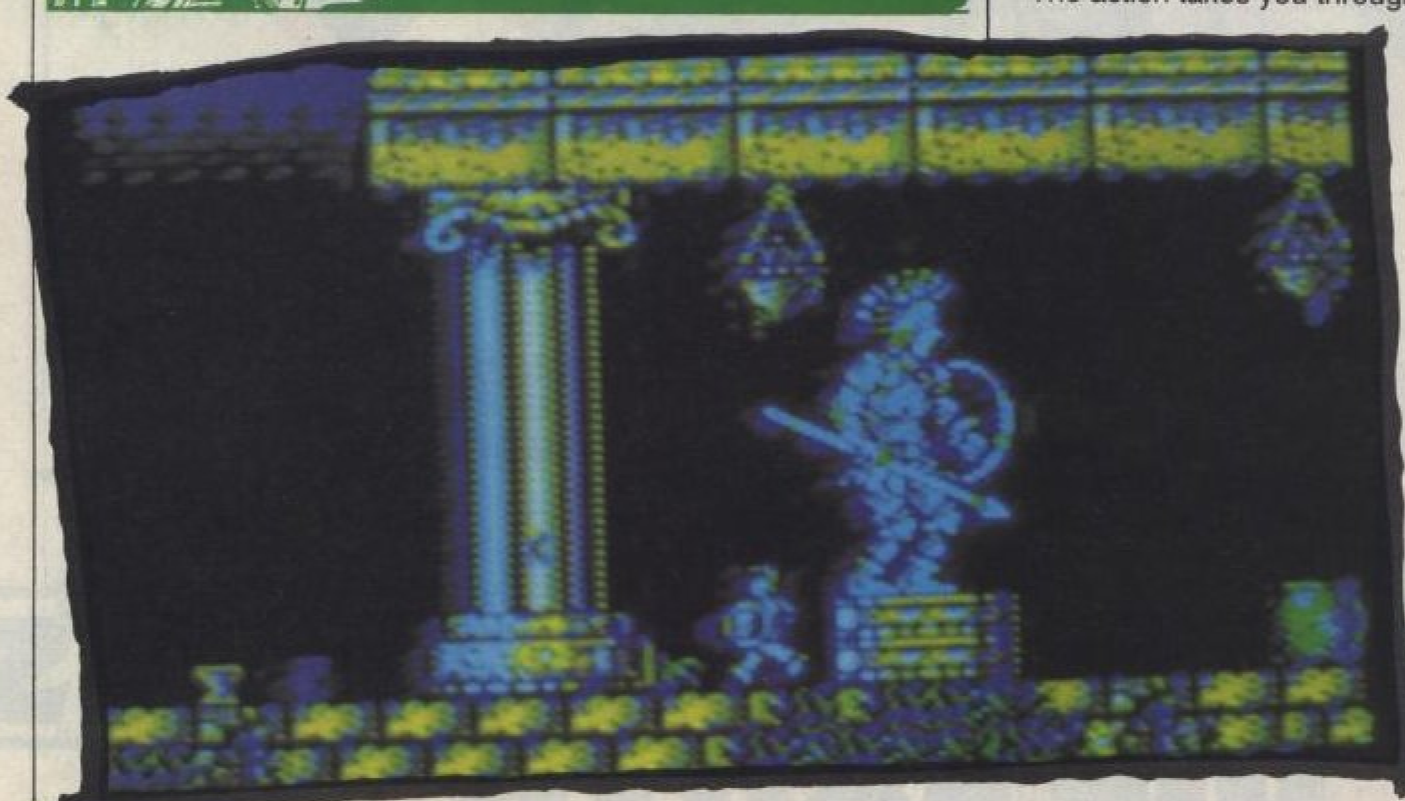
MYTH

Take a look at the screenshots of Myth — yes, they really are Speccy shots! They promise well for the latest game on its way from System 3 (not to be confused with Magnetic Scroll's Myth — reviewed last issue).

The action takes you through mythological periods in time and all the hideous monsters in them. History has been mucked up by the devious God, Dameron, who has introduced these monsters into our history. And believe it or not, you're the one who has to travel back in time and sort the flaming mess out, before it plays havoc with history and the world we live in now!

Myth is built up of four different loads: the first sends you straight to Hell, where battles with the dead and eventually the Devil are unavoidably part of your mission. Survive that and you're into Greek mythology with Medusa, Hydra and their vicious cronies. Not much time to take in cultural aspects of civilisation! The third and fourth loads (if you can stomach it) send you further on in time to sort out the violent hassles of Roman and Viking myths.

Though Myth is essentially a leap around blasting platform game, System 3 are keen to promote the amount of depth in the plot created by collecting and using objects at the right time. They reckon Myth is a 'platform game with realism', that'll be a first! But it certainly looks smashing so far, so check it out on October release.



STEMS GO!

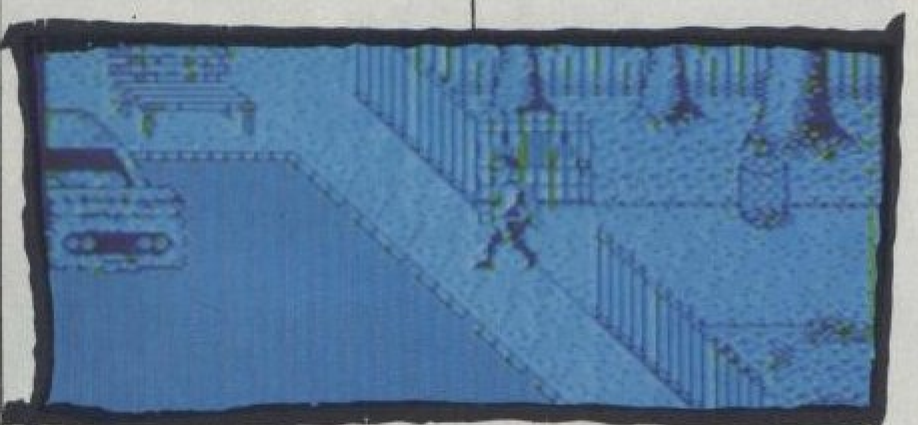
VENDETTA



Phew! System 3's game scenarios are always so incredibly involved. Try this one out for size: You're a commando (simple enough), and you've had a few scrapes with a terrorist organisation. You have a brother, he's a scientist, who has created an electronic device which could revolutionise the arms industry. Now then: The terrorist gang (the one you had a scrape with) want to get hold of the device. So they kidnap your brother's daughter (ie, you niece). Of course, your brother goes to rescue her, which is all they wanted anyway, and gets caught and held hostage, so you decide to rescue both of them and that's when the game starts!!!

So, down to business. Vendetta is a 3-D Ninja-esque game with lots of exploring to do and clues to follow up and solve. The objective is to find enough evidence to put the terrorist gang behind bars. To store evidence found you're equipped with a camera, so take snap shots of anything you find.

Vendetta's quest takes you through many scenes such as a dockyard, an army base there's even a driving sequence similar to Roadblasters and the programmers are contemplating including a flight sequence too! Obviously, it'll be a multi-load... Still a long way to go on programming, Vendetta isn't likely to be seen on the streets 'till after Christmas.

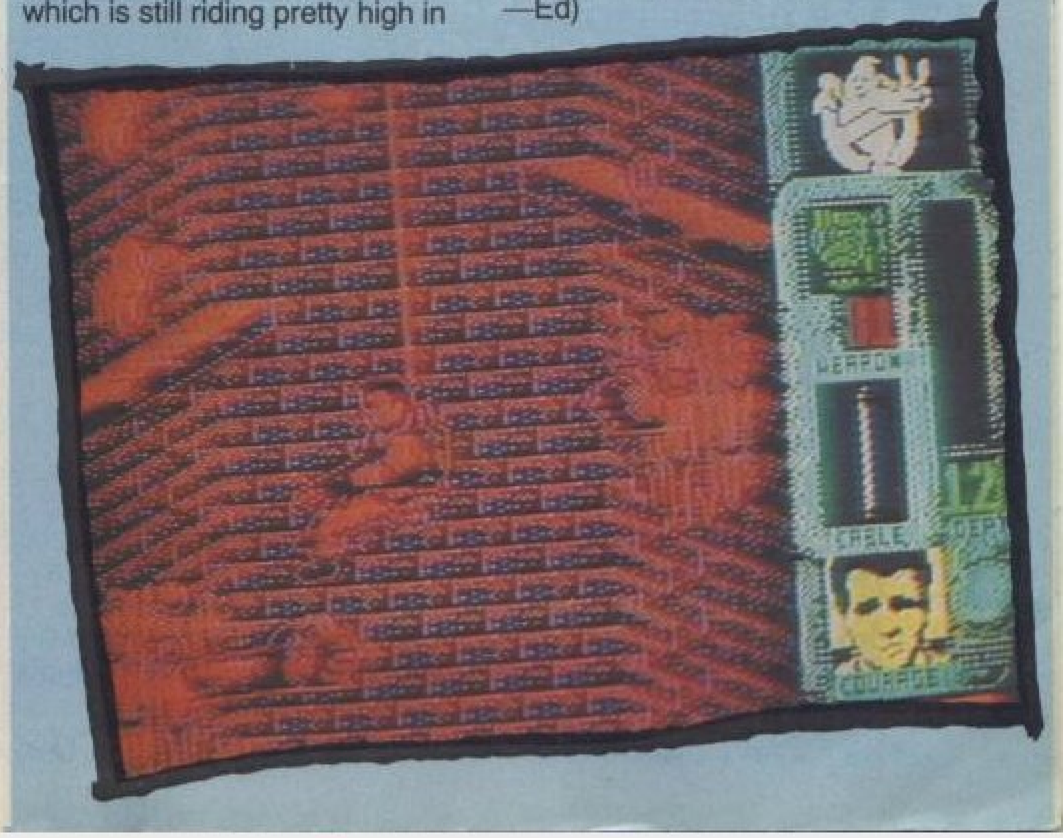


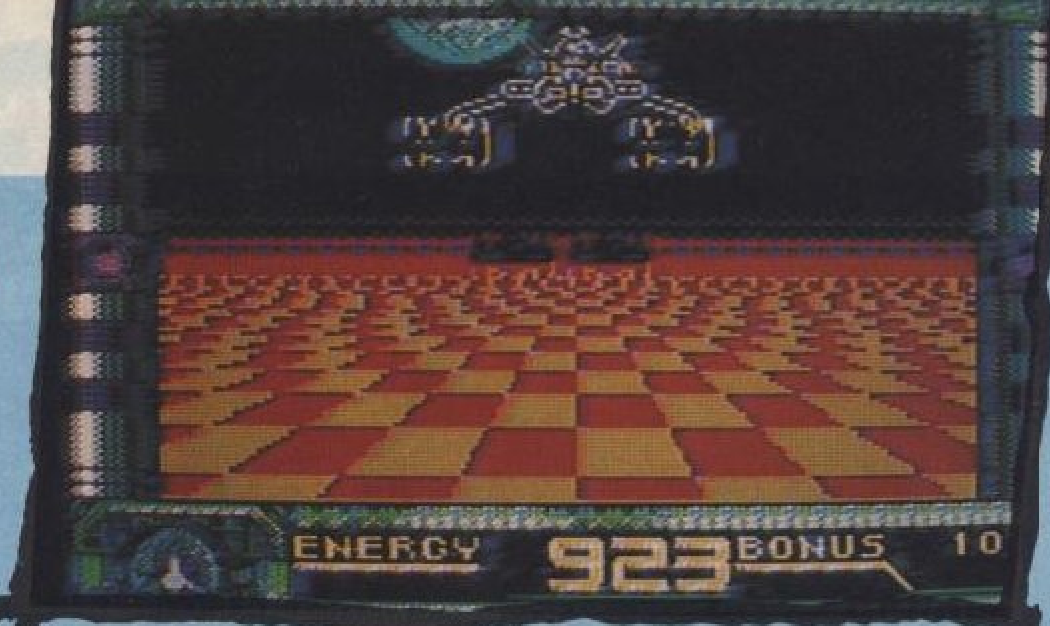


WHO D'YA CALL (AGAIN)?

Ghostbusters II

Well really, you would have thought that the fab foursome would have had enough after the ectoplasmic nasties overran New York in the original film. But they're back again in this Foursfield (of Timescanner and Incredible Shrinking Sphere fame) programmed game, doing what they do best (ie shooting lots of ghosties with nasty great nuclear charged guns). Will it be as popular as the David Crane game released in 1984 and which is still riding pretty high in the software charts? Go and see the film and buy the game when both appear in Britain in December, the game will be the standard Spectrum price, though we can't say how much the film would cost to buy. (Probably about 10 squillion, zillion pounds, I'll take seven! —Ed)





CONVERTED VIOLENCE

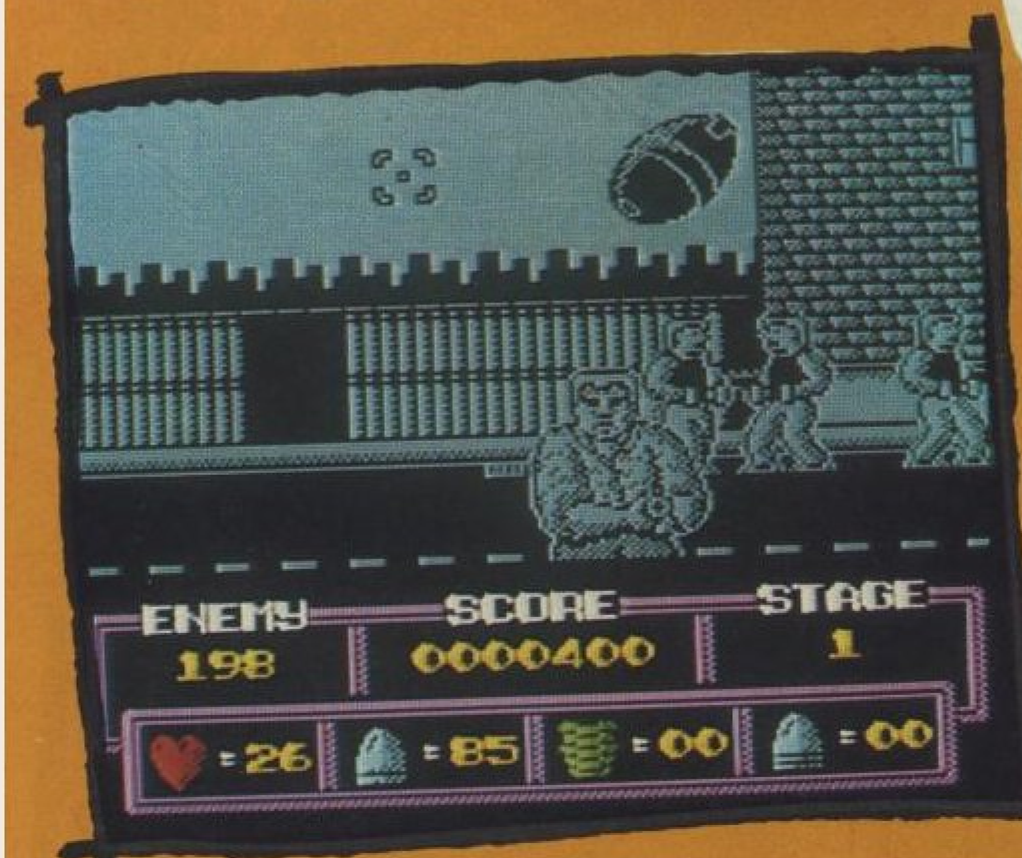
Galaxy Force

Galaxy Force in the arcades is one of the most violent hydraulically controlled games around, but the smooth graphics and brilliant soundtrack make it a real winner. Now we have the Spectrum screenshots, and don't they look wonderful? The game involves piloting your very fast ship through paint scraping caverns and across barren planet surfaces, blasting seven bells out of the enemy. Programmed by Keith Berkhill, Galaxy Force will be available in early 1990 from Activision.

SAVE THAT PRINCESS!

Ghouls N' Ghosts

The next game to be released on the US Gold/Capcom label will be the excellent sequel to Ghosts N' Goblins titled Ghouls N' Ghosts. Set three years after the original, Arthur is now a King, though he still has to make an honest woman out of his loved one. Unfortunately he won't get the chance to do the right thing until the end of this game, 'cos the nasty old demon who plagued poor old Arthur last time is back. And yet again the old letch is after his Princess. Programmed by Software Creations, Ghouls N' Ghosts takes us back to the days when Knights were bold and lots of nasty fire breathing dragons kidnapped beautiful Princesses. If you fancy a bit of the old chival-ry, buy the game when it appears in November.







INTERNATIONAL DRUGS BUST:

This natty shoot 'em up is on its way from budget house Players Premier (£2.99). After a drugs gang kills your brother, you take the law into your own hands and grab a mega-death machine gun and go berserk on the streets of LA, Paris and London. Doesn't sound original, but fans of Op Wolf should love this if it lives up to the action.

520ST-FM SUPER PACK



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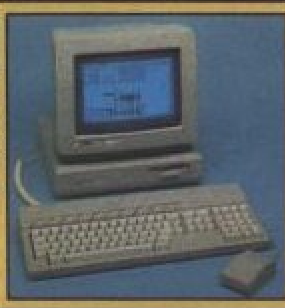
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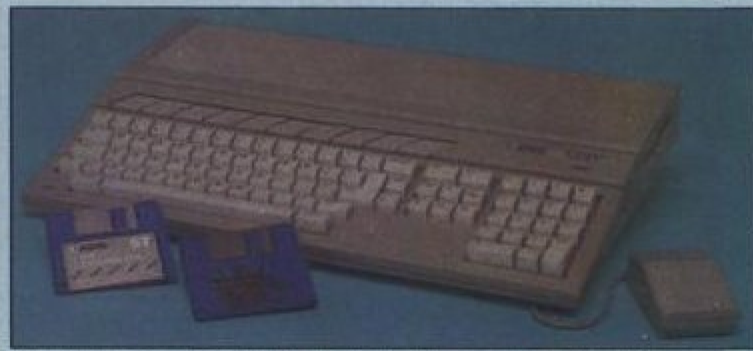
ATARI ST

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If so, which one do you own? ....

DTP' ☐

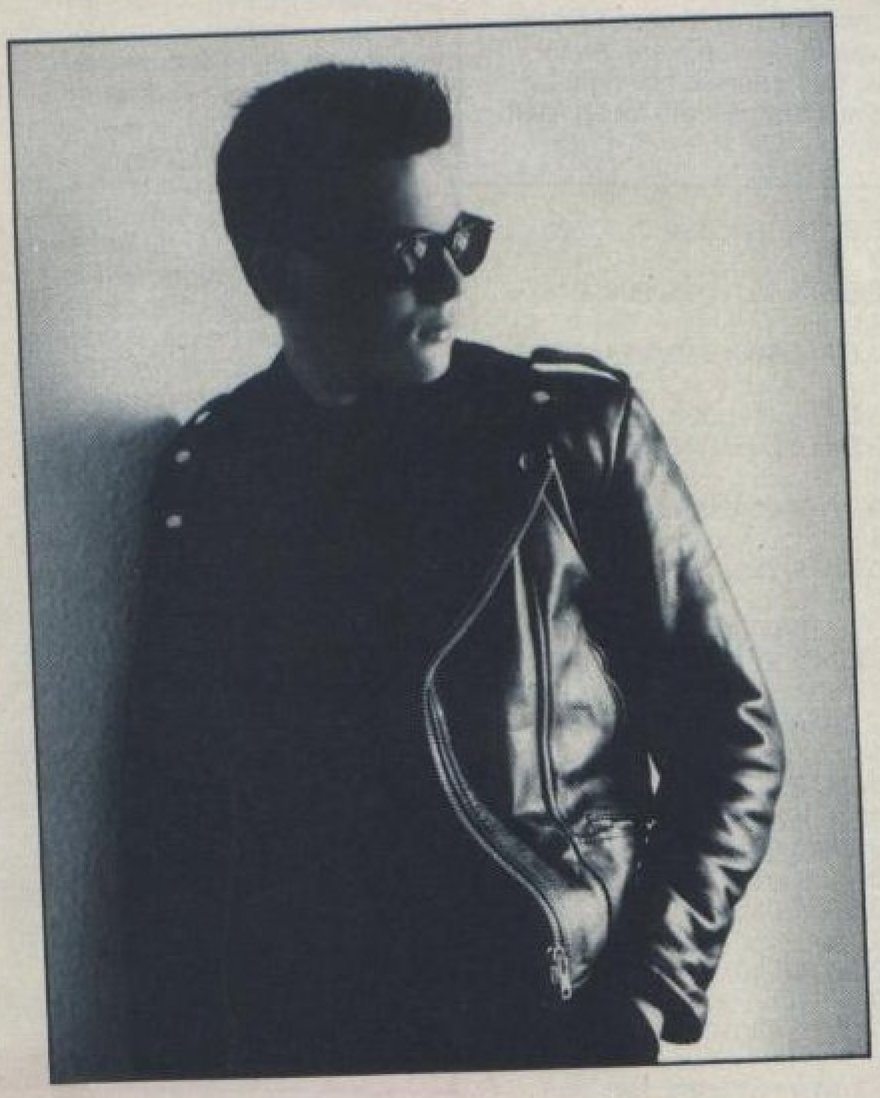

THALAMUS
The greatest journey is about to begin...
The Search for Sharla

Nick's PLAYING TIPS

Compact Discs, what a rip off! Yes readers you heard me right. I mean, how much does the average CD cost these days? £10-£15 and about £4 for a CD single! Did you know that it only costs the company about a tenth of that to produce it. Even if some of the money goes to people like distributors that is still one hell of a profit! So come on all you record companies get your act together. If you lower the price of CDs more people will be able to enjoy the higher quality sound and you'll doubtlessly sell more of them.

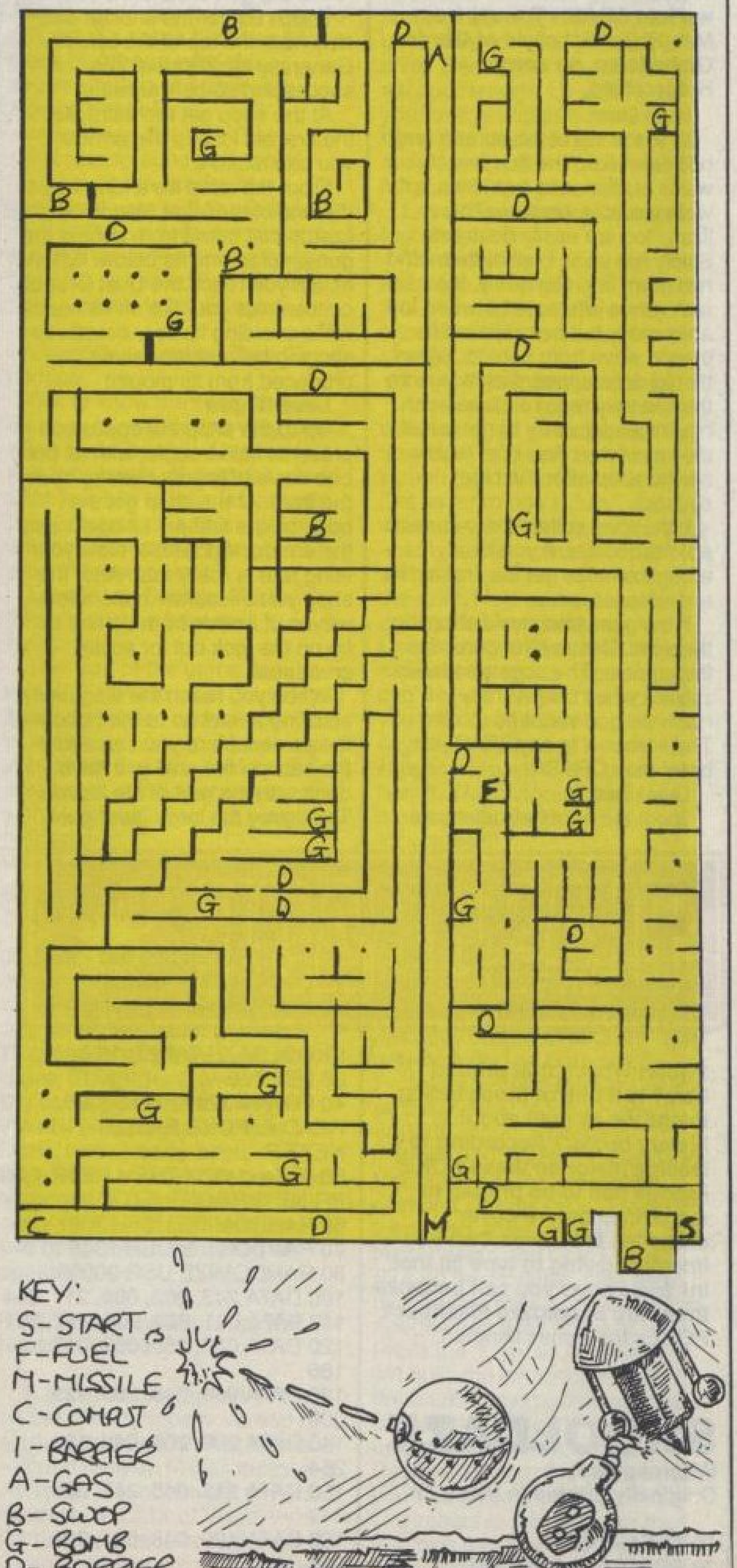
Did you know that computer software also comes on Compact Disc? Would I lie to you? The Games Machine have had quite a bit of Atari ST software on CD. How long until we start to see Spectrum games on this new format? Well we probably won't unless they bring the price down. But it's a thought I suppose. (I have some top secret info on that very subject, details next month, probably —Ed)

Enough of my thought provoking scribblings and on with this month's collection of cool cheats, tips and maps. Flashback reappears this month, and there are the complete solutions to Starglider 2, Nonterraqueous, Forgotten Worlds and Metabolis to name but a few. The £40 of software goes to Philip Donnelly of Newcastle-Upon-Tyne for his Starglider 2 tips. So off you go and try it all out.



NONTERRAQUEOUS

THE MAP BY BET!



FORGOTTEN WORLDS

For a moment there I thought I'd forgotten to include these brilliant tips on the Smash game from US Gold, Forgotten Worlds. They've blasted their way into CRASH Towers from Mark 'Phillip' Schofield **of Gordon Gophertown, no sorry Huddersfield.**

Level One

Go to the top of the screen and hold down fire. The first few waves of aliens are harmless but worth valuable zennies. The lizards too are easily dealt with: Simply line up in front of them and hold down fire. Generally, the alien waves alternate between top and middle, but be prepared for the odd wave from behind. When the red dogs appear below, ignore them as they require numerous hits. Instead, just try to get out of the way of their fire. Wait for the second shop after the blue spiders.

In the shop collect the v-cannon and the booster. If you have enough zennies get the first aid kit and armour too.

In the gear area avoid shooting the pipes. Destroy the guns as they appear. The cogs also leave zennies when shot. When you reach the god shoot its mouth. That'll teach it to say ZZAP! is better than CRASH!

Level Two

Shoot the harmless aliens as usual. Most of the lizards come from the front, but watch out for the occasional one from behind. When you are attacked from behind move up out of their line of fire and drop down behind them. However, when you've learnt the attack patterns you can simply rotate the gun around instead.

Watch out for the snakes and stay near the top of the screen. Generally they appear in quick succession so be warned.

At the shop get the extra life, the first aid kit and the armour if you can afford it.

From the shop it's a long way to the end of the level. Watch out for lizards that come from behind the gun emplacements below. When at last you reach the Dust Dragon, concentrate your fire on its heart while avoiding its fiery breath, its stinging tail and the lizards produced from its mouth!

Level Three

Up to the shop the opposition presents little trouble, with all but one wave of lizards coming from the front. At the shop get the booster, the first aid kit again and the armour if possible. Now your firing rate is really fast. After the shop you encounter quite a few waves of lizards from behind so be on the look out for scaley creatures!

When you reach the diagonally scrolling tunnel go to the bottom of the screen. Here you can avoid the cannon fire until you have dealt with the rest of the lizards. To destroy the large laser guns, again attack them from below. With the v-cannon the guns that line the walls of the route to the god can be destroyed easily two at a time. However, watch out for more lizards from behind.

When you reach the God Of War avoid the massive hand and fire at his shoulders, eyes and nose to despatch him heavenward.

Level Four

Some new enemies appear here. The monks require multiple hits so try to destroy them as soon as possible rather than just avoiding their fire. They will build up, and you won't be able to control them otherwise.

The maggots are pretty easy targets, but provide useful zennies. At the shop get the extra life, first aid kit and armour. There are no more shops from now on, so don't bother collecting any more zennies.

As you progress through the forest try to avoid the clouds, as they block your fire. When you eventually reach the end of the level you meet old Bios himself. Surprisingly, he is quite small but infinitely more deadly (well aren't all small things? I mean look at Ronnie Corbett!). Contact with his wings rapidly reduces energy. Aim at his chest and try to avoid being trapped in a corner.

Destroy him and peace returns to your land once more. As for Bios, well it serves him right for trading his Spectrum for an Atari ST!!!

THUNDERBIRDS

Lady Penelope and the gang are back again this month with the solutions to levels three and four of this Grandslam release. Robert Millington of Waterthorpe, Sheffield is responsable for his, there ain't no strings on him

Bank Job

Lady Penelope - select clockwork mouse and snoozy sleep spray. Parker - select stethoscope and dynamite. Select Lady Penelope, r, use spray on guard, u, r, r, enter lift, r, select Parker, r, u, r, r, enter lift, r, select Lady Penelope and move onto first drawer, select Parker and search the open drawer. Do this for all of the drawers until the key is found. Once found, drop the dynamite and pick it up, select Parker l, enter lift, r, d, r, stand Parker in the middle of the lift entrance, select Lady Penelope, l, enter the lift, r, d, r, stand in front of the lift, when on floor one, select Parker and push the trolley, enter lift, go to floor four, select Lady Penelope, l, drop spray, get key, r, enter lift, go to floor six, l, use mouse to turn laser off, l, d, wait on other ladder, select Parker, l,h l,h d, d, wait for robot and make him chase you, r, d. Select Lady Penelope, d, l, l, l, d, d, d, d, drop mouse, l, get key, r, u, u Select Parker, d, arange the switches as shown on diagram R, select Lady Penelope, arange switches as shown in diagram L, select Parker, l, l, l, l, u, u, u, u, use stethoscope on safe, get key, d, d, d, d, r, r. Put both keys in the first two drawers at the right side of the safe, select Lady Penelope, r, put both keys in the first two drawers on the left of the safe, get documents, well done. Password for next mission is ANDERSON.

Countdown To Terror

Scott - select one pair of dark glasses and a tube of super glue. Virgil - select one pair of dark glasses and a gun. R, r, drop glasses, drop glue, u, get piano key, l, move lamp on the left, get sheet music, r, d, use key on piano, get glasses, select Virgil, l, l, stand behind piano, select Scott, use music, get glue, stand behind piano, r, use glue. Wait for robot to get stuck, l, l, l, get limpet mine, r, r, r, r, d, r, select Virgil, r, r, d, l, r, use gun to shoot the three domes on the other side of the laser, r, u, r, r, r, d, l, d, r, d, r, move switch, select Scott, r, u, r, r, u, r, u, l, u, r, r, move switch, l, put limpet mine in panel, r, r, get film.

Congratulations, the end of level four and the end of the game!

FLASHBACK

Fwoor! What's that printed here? Is it one of those listing things we all read about in history books? According to a leading historian these POKE listings had to be printed in magazines before cover cassettes took over. Can you imagine having to type all that in! Well I hope you can because these are Skooldaze Flashback POKEs for James Mintram.

SKOOLDAZE

(Microsphere)
Originally printed in issue 27.

```
10 CLEAR 65535
20 PRINT TAB 5;"START
SKOOLDAZE TAPE"; 15,0
30 LET T=0
40 FOR F=32972 TO 33085:
READ A: POKE F,A: LET T=T+A:
NEXT F
50 IF T<>14253 THEN BEEP 1,0:
PRINT "ERROR": STOP
60 RANDOMIZE USR 1366
70 RANDOMIZE USR 1366
80 RANDOMIZE USR 30000
100 DATA 243, 062, 008, 211, 254
110 DATA 001, 023, 000, 217, 221
120 DATA 033, 255, 063, 017,
186
130 DATA 064, 049, 203, 129,
006
140 DATA 200, 205, 042, 129,
254
150 DATA 213, 048, 247, 205,
042
160 DATA 129, 046, 001, 205,
039
170 DATA 129, 254, 223, 063,
203
180 DATA 021, 006, 208, 048,
244
190 DATA 006, 210, 024, 000,
221
200 DATA 117, 000, 122, 179, 221
210 DATA 035, 027, 032, 228,
221
220 DATA 054, 066, 016, 024,
222
230 DATA 221, 124, 254, 129,
040
240 DATA 003, 221, 117, 204, 217
250 DATA 221, 009, 217, 027,
123
260 DATA 178, 032, 204, 062,
201
270 DATA 050, 192, 249, 195,
224
280 DATA 094, 205, 042, 129,
062
290 DATA 013, 061, 032, 253,
004
300 DATA 040, 140, 219, 254,
169
310 DATA 230, 064, 040, 246,
121
320 DATA 047, 079, 120, 201
```

ADVAN¢ED SOCCER SIM.

If you are going nad over M.A.D.'s Advancd Soccer Simulator this inbrmation from Steven Porter **of Angus in Scotland could b just up your street (or footballpitch).**

It's best to buy 23 goalkeepers: if one is injured, th other two should be alright. 'ou should also play 2 goalies in oie match giving almost 100% in th bar graph before games. I buy roughly 5-6 defenders, playingnearly all of them in 1 match. 3-4 midfielders should again be sufficent, playing 2 as with the goalies. 4-5 forwards is satisfactory, although 6 is better.

When purchasing players, try to buy ones with a status of 4-4 or 4-5, as their strength will rise faster then their skill. Players with a skill of 4 should be played often to make the skill become 5.

Before big games try to buy extras to use if normal players are injured, after big games you can sell them.

Try to leave the team with 19 players, so you can always see what's on offer in the transfer market. You never can tell what will be around!

NONTERRAQUEOUS

Why can't all games be called simple things like Blip or Splonk? I mean, I can't even pronounce Nonterr...thingy! It's a jolly good game though, and for those of you still stuck on it here is the complete solution from Katie Martin **in Dartford.**

Go up to the top of the screen, now left and dodge the white lasers. Keep going until you see a red cross, now go down and collect the bomb (I). Go up and keep going left until you see a force field. Drop the bomb (U), but don't go too near it, or you will blow yourself up. Keep going left and follow the screen down. Press I to get the pysche, then go right. Shoot the orange wall and get the bomb in the next room. Go back the way you came and go left past the yellow pysche bottle. Follow the shaft up and turn right (level 26), go right and use the bomb at the force field. Go right and follow the path round, then go left at a crossroad. Get the bomb and go back the same way, collecting the fuel as you pass (at level 27).

Now go down the shaft, and at the bottom you willl turn into a rocket and go to leevel one. Go left and drop the bombb by the force field. Go left again and down until you see a left entrance. Get the pysche from the boottle. Go back out and keep goingg down until you reach the bottom oof the screen. Go left until you coome out into something like a 'TT' junction. Go up and turn right att the top. Follow the path around. GGo down the third hole where thhere are no silly little flying things tdo shoot. You then go left and keeep going until you reach a white pysche bottle, collect it. Go back out and carry on going down, follow the path until you come to a 'T' junction. Go up and follow the path around collecting the bomb at the end. Go back past the place you came out from and go right. Shoot down the orange wall keep on going left and use the bomb by the force field. Keep going left until you see an entrance on the right. Continue right until you come to a white pysche bottle, collect it and go up.

You should now go right until you reach a bomb, collect it and go back the way you came to the white bottle. Go back the way you came again, then down the shaft and right. Follow the path. Get the pysche in the yellow bottle. Keep on going right and use the bomb on the force field. You should now be at level 13. Carry on right and follow the path. You should now be going down some step like things and should reach some lasers at level 30. Follow the path left and collect pysche from the yellow bottle. Go left and down until you come to a right turning with a white thing outside the entrance on the right. Keep going right until you come to a crossroads with a pink shield and a long green thing next to it. Go down then go right and collect the bomb. Go back out and up, then keep going right. Go down the shaft and follow the path around. Go down at the 'T' junction and turn left (you should now be at level 42). Keep going along the tunnel using the bomb on the force field at the end. You will find the computer.

LICENCE TO KILL

The name's Bond, Brooke Bond, and I would just love a cup of tea (so go and make one, Rich!). I was saying in the reviews last month how difficult Licence To Kill was, well for a mere mortal like me anyway. To the rescue came Nicholas Pirie **from St Albans with this accumulation of admirable advice (wooo!).**

Level One-Section One (helicopter/ground defences)

Shoot all the accessible bunkers. If you're flying fast (low) stick to the road, do not cross the fence. Even when you're flying high you can still crash into the ridges on the tall buildings.

Level One-Section Two (Bond on foot)

Get to know the firing method, it's easy to master and very useful when it has been(!). Use the fact that the upright oil drums explode after four hits to your advantage. Blow up a drum, and a sizeable amount of Sanchez's henchmen die if they are near it.

Level One-Section Three (Bond dangling from the helicopter)

This part of the game is incredibly simple. Just guide Bond above the Piper, and as soon as your sights come up (just above you) press fire. Don't worry about pressing it at the wrong time. you won't jump until you are over the helicopter.

Level Two-Section One (dodging catamarans and divers)

At all costs stay out of the way of catamarans. If one of these runs over you you are dead (surprise, surprise!). Only dive if a bullet is going to hit you. If you come across any drugs packets (there are hundreds of them floating about) and you haven't got a harpoon gun, just stab a diver. Remember you can only stay underwater for as long as your oxygen holds out when you have to surface to refill. Once the seaplane appears, shoot your harpoon at one of its floats.

Level Two-Section Two (bare foot waterskiing)

Try and stick to one side of the seaplane. keep going to that side (but swing to avoid the rocks). You should be able to do this section straight off.

Level Three (tanker racing)

Accelerate to maximum speed then use short sharp taps on the down key to move down the screen (but do not decelerate). Get as far to one side as you can without sustaining damage. As the enemy tanker nears you, pull out and swerve to the other side of the road. Hold down the up key, and you'll overtake the tanker. Use the tank (rather than the cab) to smash into your opponent's cab. He will sustain damage and you will not. Ignore what the inlay says about Sanchez having stinger missiles, in the game he hasn't. The congratulations message reads '....' (ha find out for yourself!).

STARGLIDER 2

CRASH - the magazine that keeps you ahead of the rest when it comes to solutions and tips on all the latest games: That space odyssey from last issue, Starglider 2 (written by the same person who wrote Virus if you want a useless fact!), has already been completed by Philip Donnelly **of Newcastle-Upon-Tyne, so take it away Phil. And also take away £40 of software for being so speedy.**

First the components for the Neutron Bomb:

1. Case of nuclear fuel - Found on the planet Aldos or carried by a pirate or tugtruck. **2.** Flat diamond - Found lying on Vista's surface. **3.** Asteroid - Found almost anywhere in space. **4.** Cask of Vistan wine - Carried by pirates or tugtrucks. **5.** Crate of castrobars - Carried by pirates, or can be traded for at the depot on Castron. You must give them a petrified tree found on Enos. **6.** Lump of mineral rock - Carried by pirates and tugtrucks, or can be found lying on Aldos. **7.** Mini rocket - Found on Vista or Aldos. **8.** Cluster of nodules - Can only be found on Dante. **9.** Professor Halsen Taymar - Found on the Millway Moon Broadway (he's driving an Emma 2).

When you start the game, fly to Vista. You should find the flat diamond and the mini rocket lying there. Pick these up with the tractor beam and fly to Dante. Pick up the Nodules, then refuel by hovering over a volcano. Fly to Apogee and dock at the depot. Press the Y key so the scientists will build the bomb for you. Wait there until they have emptied your cargo bay. Next go to Enos, pick up a petrified tree and fly to Castron. Dock at the depot where you'll be given a crate of Castrobars in exchange for the tree plus four bouncing bombs. Fly to Apogee and shoot at pirates until you get two more bomb

components (e.g. nuclear fuel and wine). Give these items to the depot manager, refuel on the power lines. By now the Egrons will have built some projector bases. They always start with Broadway so go there first. The projector is always close to the solar energy converters. These are always at about 0000. Fly along the line they're on and you should see the projector; if not, go the other way. After destroying the base, dock at the depot to receive four lasers.

You'll be told the professor is out burning rubber in his Emma 2, so you need to pick an Emma 2. There are many of these, but the Professor's is always close to two tower blocks. You'll know you have the Professor because you'll receive a radio message from him. He'll give you the time warp cube, but it's no better than the laser you start with. Shoot any tugtrucks you find on the moons of Milway, these are space ships which fly quite high and tow a box. They often have bomb components. Try to get the mineral rock. After destroying some more projectors fly back to Apogee; on your way back you should see an asteroid, so pick it up. Drop off the Professor and the last of the bomb components at the depot. You'll get the message 'bomb under construction'. Refuel and fly straight for the phoney moon orbiting Q-Beta; when you get close you'll see a ring of small ships: these are mini sentinels and can only be destroyed by your pulse laser. There are eight of them, so you'll only be able to destroy four of them at the moment. Return to Castron for refuelling plus some more bouncing bombs. Take out some more projectors and dock at a depot on one of the Millway moons. Get more lasers, return to Apogee and dock.

By this time the neutron bomb will have been built; also go to Castron for more bouncing bombs. Now let the Egrons start work on their space station, go to some Millway moons and knock out at least three projectors, go back to Apogee or Castron to get refuelled. Head straight for the fake moon. You will see the partly constructed space station. Don't fly too close because once you've fired the bomb you've got to put the pedal to the metal (what?). A little timer appears on the right of the screen. Speed away as soon as you've fired the bomb and activate the stardrive. If you're lucky you'll have outrun the shockwave, if not you'll be destroyed! If you blow the station, you see a picture from a spy satellite of it exploding and the Icarus flying towards you. You'll get a radio message and will have completed the game!

Hints and Tips

1. Save your game regularly. **2.** All depots in the system have the same coordinates, they are all at 4000 or 4100. **3.** The power lines on Apogee are at 2500. **4.** The power lines on Castron are right beside the depot entrance. **5.** Always knock out the projectors whenever possible, because the Egrons never stop rebuilding

METABOLIS

Solutions and tips on all the games cover mounted lately are just pouring in. Here's one example from Tim Colman **of Torquay. Metabolis was on the cover of Issue 67, and Tim has sent in the complete solution.**

From the start: Up, up, up, left, up, left, down, collect skull (boomerang), up, right, down, right, right, down, right, right, right, collect 15, bottom right, right, right, pills, bottom right, collect pillar, top right, down left, right, right, right, right, down, right, top right, left, left, left, down, left *, up, up, up left, up right, collect 15, down, bottom right, right, right, up left, up left, up.

You're now in the Serum Room: Try one of the jars. If it's the right one you'll turn into a man, and the picture of the bird should change. If you choose the wrong serum you'll be transported back to the room marked with a *. Simply follow the directions back to the serum room and try again. No matter which serum you choose you'll get all your life force back, but your heart rate will stay the same.

From the Serum Room: Down, right, bottom left, left, up, up left, down left, down, down, up right, right, right, right, down, left, up left, left, down, let glove hit you, up left, left, up, right.

You're now in the Wizard's Chamber: If the Wizard is there (flashing man wearing a hat) touch him. A beep will sound. You'll now be invincible to the Kremlins, and your heart problem will be cured. But BEWARE! You're not invincible to flames, crushers, bubbles or sparks. If you don't find the Wizard, search the nearest rooms, he should turn up.

From the Wizard's Chamber: Left, down left, down, left, up, down left, left, down right, collect nuclear fuel, left, left, left, left, left, left, collect nuclear fuel, up, right, up, up right, right, right, down, right, collect 15, up, up, up right, up right, down, collect nuclear fuel, right, up, right, right, down right, right, down, right, up, collect nuclear fuel, down, down, down, down, down, down left, left, let glove hit you, collect pillar, left, down, left, up.

You are now in the Nuclear Reactor: Move up into the square below the reactor. A beep should sound, and the timer will begin.

From the Nuclear Reactor: Down, right, up, collect 15, right, right, right, right, right, right, right, right, right, up right, up, up, up, left, up, left, up, left, left, down left, down left, down, left, up, up left, up left, down, down, left, up left, left, left, down, down, left, up left, collect pillar, down, down, down, right, down, left, right, right, down right, right, up, right, left, down, up right, up, up, collect 15, down, down, left, left, up, down left, right, right, right, up, up, down right, down right, right, down right, up, right, up, right, up left, up right, up right, up right, down, down, down left, up left, up right, up left, down, left, left, down.

You have now completed Metabolis.

Mini Tips:

Pillars: stop weights crushing (two crushes kill you). 15 signs: stop boxing gloves. Locks: stop portcullis. Syringes:stop Kremlins hurting you. Pills: stop heart beating for a short time.

CHEAT MODE MOTEL

Another delightful selection of cheats for you to get your chompers around! Included here is a rather strange cheat for Nonterraqueous and a red hot one for Red Heat. Enjoy!

Nonterraqueous

Go into basic and type in: INK 0: BORDER 0: PAPER 7: INVERSE 1: BRIGHT 1. Now press ENTER twice, then type LOAD "" to load up the game. The title screen will be a bit weird but the photon thrusters will have disappeared. (annoying the receptionist: William Hulme)

Red Heat

When you get knocked down, pull the joystick down so that you don't stand up and get hit straight away. (in the back bedroom: Trevor Strachan)

Silkworm

As the goose neck chopper comes onto the screen in bits, shoot the bit that looks like an aircraft canopy rapidly (it is situated behind the neck when the chopper is constructed). It will act as a smart bomb, destroying everything on screen and will leave bonuses behind. (on the roof: Andrew Cooke)

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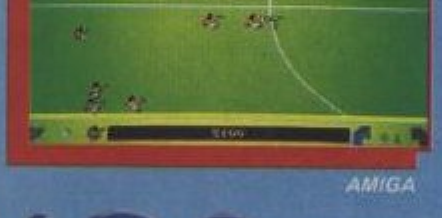
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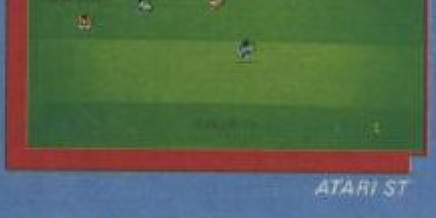
KICK OFF SCORES WITH REVIEWERS

- CVG - OVERALL 88% - Most playable soccer simulation in binary history. Realism is the name of the game. HIGHLY RECOMMENDED.
- ZZAP - OVERALL 96% - So Realistic, So Fun, Soooo Addictive. Boots all other football simulations over the crossbar.
- AMIGA FORMAT - GOLD - OVERALL 91% - The best football game on the Amiga todate.
- THE ONE - OVERALL 88% - The game is such a joy to play. By far the best to appear on 16 bit. It is all over bar the shouting.
- POPULAR COMPUTING WEEKLY - OVERALL 94% - The opposition gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay seen in any football game.
- THE ACE - A great football game that will have you queuing up for a season ticket.
- NEW COMPUTER EXPRESS - KICK OFF is simply the best football sim. we've played on any micro. It's fast, furious and immense fun. Go and buy it.
- THE GAMES MACHINE - OVERALL 87% - Best 16 bit soccer simulator yet. True football skills are needed in every sense of the word.
- ST USER - OVERALL 9 - The whole game is a complete delight to play and immediately addictive. This is one of the fastest and most exciting action games around and it just has to be the best football simulations yet.

PLAYING IT IS EASY - MASTERING IT WILL TAKE TIME - A LOT OF TIME



AMIGA



ATARI ST



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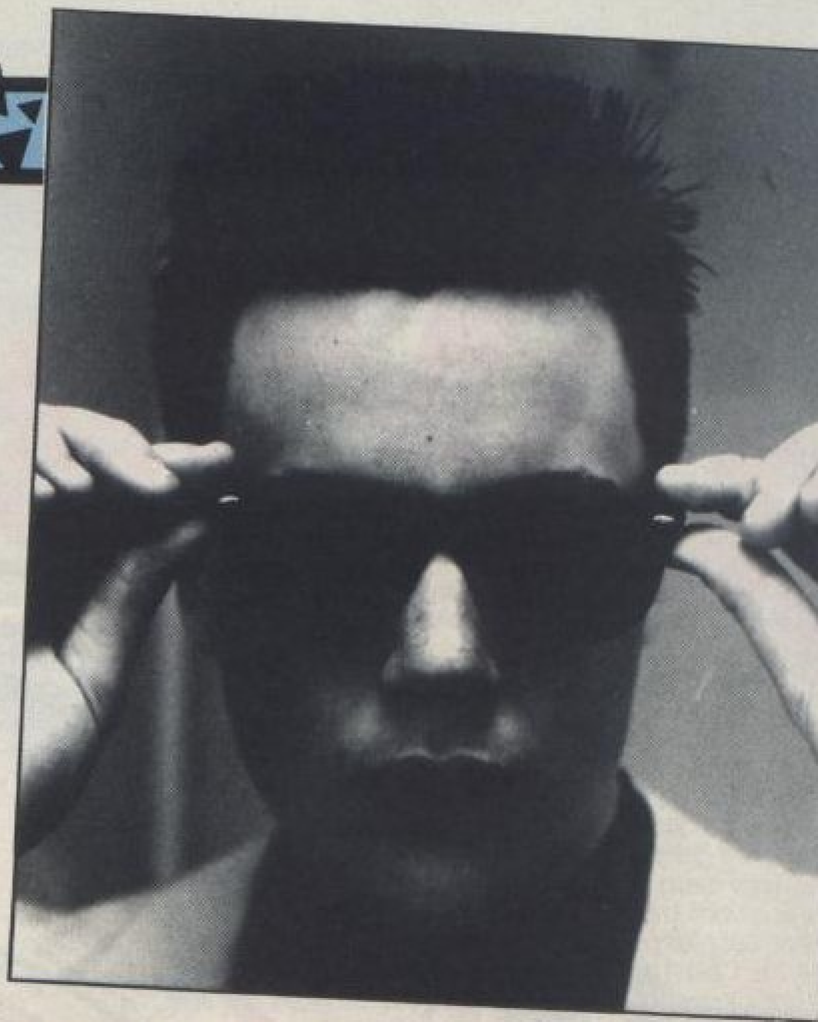
HOLY FAKE BATMAN T-SHIRTS, IT'S POKEMANIA!

Yes, you lucky readers, there is another fantastic Pokemania program on the cover cassette this month from that master of hacking, Graham 'TURBO' Mason. So what games have been slightly altered (sounds much better than hacked to bits!) this month? Well, have a butchers at this list...

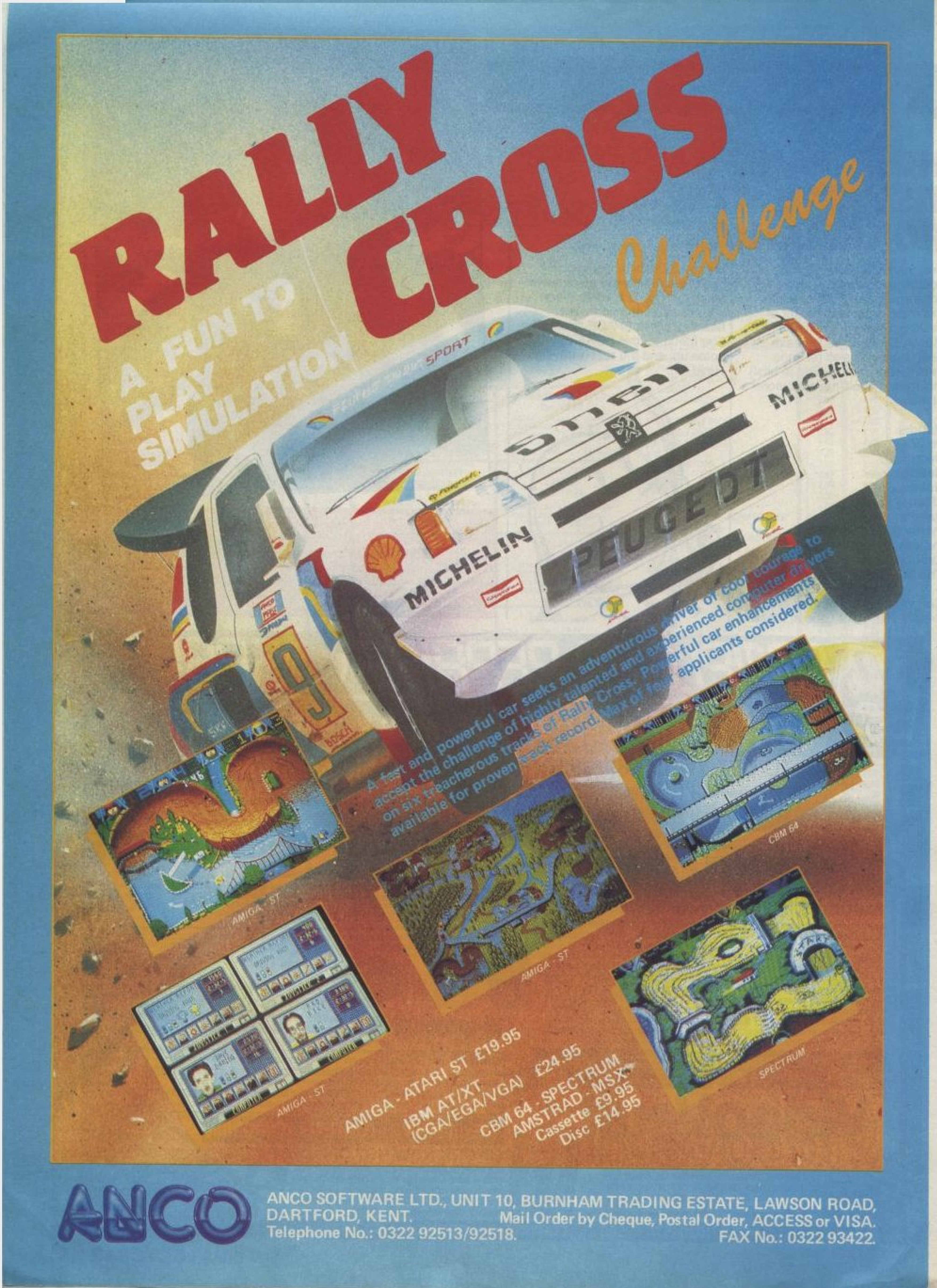
Hundra
Mr Wino
Dominator
Heartbroken
Robocop
Licence To Kill
Aaargh!
Power Boat Simulator
Indiana Jones and the Last Crusade
The New Zealand Story

Cor! What a lot of games, and all for little you. To get one of these brilliant POKEs to work you'll have to scroll the list up or down using the Q and A keys. When you have the one you want flashing, press SPACE to select it. The menu for this POKE will come up, and the rest is obvious. Have fun.





We're off to see the wizard... Well actually I'm not, I'm off home to see what's going on in Home And Away. Do you watch that? You should it's much better than Neighbours (No it's bloody not —Ed). If you find time in between watching soap operas to write to me then send your letter to this address: NICK 'Lambykins' ROBERTS, PLAYING TIPS, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. Bye till next time.


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COMPETITION

FIVE PORSCHE TARGAS MUST BE WON!!

Get in the hot seat of one of the world's fastest cars as Accolade take you for a top speed trip in a Porsche! It's just one of the cars featured in rip-roaring road-racing game The Duel: Test Drive II, a demo of which you'll find on this month's Power Tape!

The Duel puts you behind the wheel of a Ferrari F40 or a Porsche 959, two of the fastest production cars ever, rocketing down highways as dangerous as the cars themselves.

With head-to-head racing at 200 mph down desert straightways and over mountainous terrains you've gotta be fast to out run the cops when they catch up with you (if you haven't picked them up on the car's radar already), and have enough driving skill to accelerate your way through the oncoming traffic! And don't forget to top up your gas at the nearest station or you will be in trouble next time you're on the autobahn!

It's just so good Accolade couldn't resist giving away FIVE Porsches in this fab compo. The cars in question are not, unfortunately, the real thing but are still pretty wonderful. They are best selling radio controlled models (twentieth scale) of the black Porsche Targa, and come complete with the control unit.

To be in with a chance of winning, put on your Duel thinking caps and have a go at completing this word grid from the clues provided. Each word should fit in the squares provided and we've filled in a letter from each word which, surprise!, reads vertically as Porsche Targa.

When you've sussed it all out, cut out the form and send it to **VERY FAST CAR COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.** Entries here by October 19, and follow the compo rules or we'll pull your spark plugs out (ouch!).



COPS
MOUNTAIN
ACCELERATE
DESERT
ACCOLADE
AUTOBAHN
FERRARI
STATION
RADIO
TESTDRIVE
ENGINE
RADAR

CLUES

1. American name for Policemen
2. A land mass higher than a hill, just one of the terrains in The Duel
3. To increase speed
4. Dry, sandy terrain
5. The publishers of The Duel
6. German for motorway
7. Not the Porsche, the other car
8. Out of fuel – pull into the Gas ....
9. The prize Porsche is what controlled?
10. What II — The Duel?
11. The Ferrari F40 has a twin-turbo, V-8 what?
12. Device for locating objects by emitting a high-frequency signal and analysing the returned signal

CRASH HYPERMARKET

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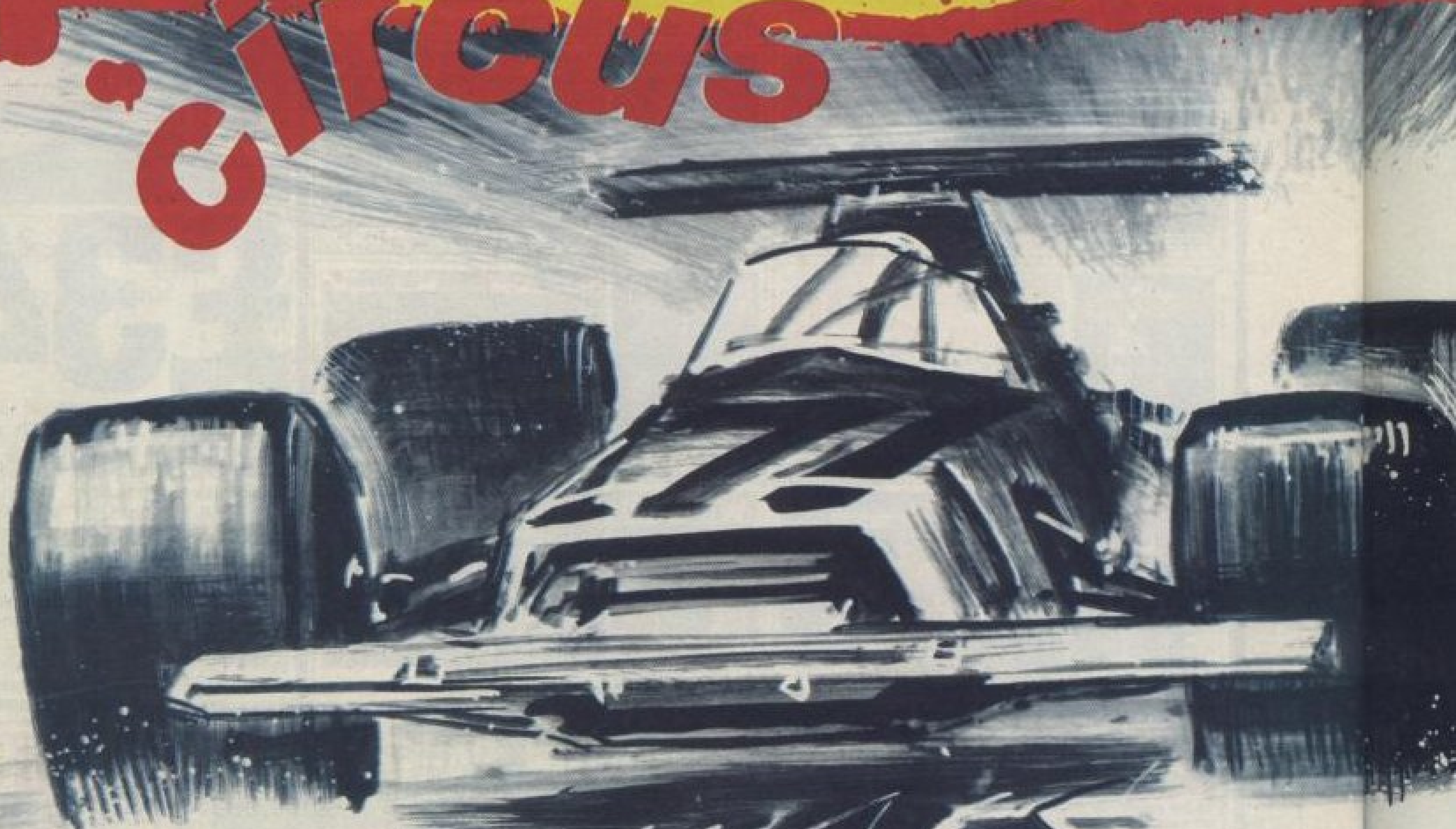
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A CRASH Smash

CONTINENTAL CIRCUS



Virgin/The Sales Curve/Teque
■ £8.99/£14.99

Continental Circus was covered in the Arcade Action section back in October 1988, and now here's the chance to enjoy all the thrills and spills of racing without needing pockets full of 10ps. Of course the coin-op had impressive 3-D glasses stuck on the front of it, and unfortunately the computer version's done away with this luxury.

To succeed in Continental Circus you have to complete each of the race tracks and cross the finish line well up in the ranking. You start off in Brazil where you must finish in the top 80 to go on to the USA. Get in the top 60 here to go on to Japan and so on.

This gets a little tricky later on when you're expected to finish in the top three! Good driving skills are essential if

PASSING SHOT

MARK Hey man, the ball was in! You could see the chalk dust!! Oh sorry, just getting into character... Wimbledon finished a fair while ago, but the software companies still insist on releasing these tennis games. The sprites, decked out in their natty sports togs, move around the screen very well, and the computer opponent certainly gives you a good run for your money. I've never seen the Sega original of this game, but tennis coin-ops are a bit of a rarity (I've not heard of that many), and judging by Passing Shot on the Spectrum there should be more. **85%**

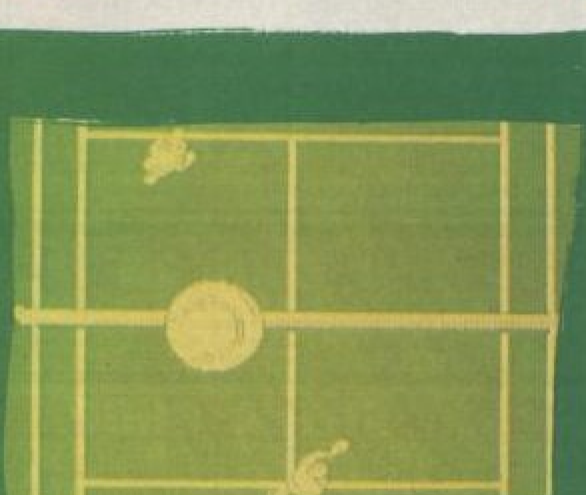


Image Works/Teque
■ £9.99 cass, £14.99 disk

The ball was in! Yes, just as you thought you'd heard the last of tennis for this year Image Works release Passing Shot. This conversion of a Sega coin-op recreates all the thrills and spills of that well known lawn game. The only thing it doesn't have is the strawberries and cream (yum!).

The first decision to make once the game has loaded is select which of the four world events you would like to compete in. They range from the easiest — France, to the hardest — England. Each event is shown as a map of the country involved. You have the choice of playing the game one player against the computer, two players against each other or two players in a doubles match against two computer players, so every taste should be catered for. There are two





MARK I love the arcade game with its huge 3-D glasses and comfortable sit down cabinet. Even without these extras this version offers a damn good racing game. Especially impressive are the neat little graphical and sonic touches that liven it up, as when passing a rival car hearing is engine sound approach and then recede into the distance. Varied weather, much screaming round bends at breakneck speed and the thrill of winning make Continental Circus well worth forking out for. **93%**

you want to do well, but conditions are not on your side. Some of the levels are graced with rain pouring down on to the track causing much slipping and sliding to and fro (or that could have been my driving!).

Collisions with other cars in the race are not immediately fatal as in other simulations. In Continental Circus the car starts to smoke, and a sign comes up telling you to enter the pits. If you don't do that soon, the car catches fire and explodes, BOOM: one chargrilled driver!

All the sprites in Continental Circus are excellent, if somewhat reminiscent of WEC Le Mans. They include girls in skimpy swim suits running onto screen holding up cards and waving flags (fwoor!). The screen is split into two monochrome colours, with just a touch of red coming onto the car when it is on fire.

The hills, bends and perspective have all been excellently programmed, giving you the feeling of being thrown around every corner. Music and effects are also of a very high standard. Continental Circus was a fantastic arcade machine and it has now been brought onto your computer with hardly any loss of addictiveness and playability. Jump into a Formula One car and have some real tyre screeching fun.

NICK 86%

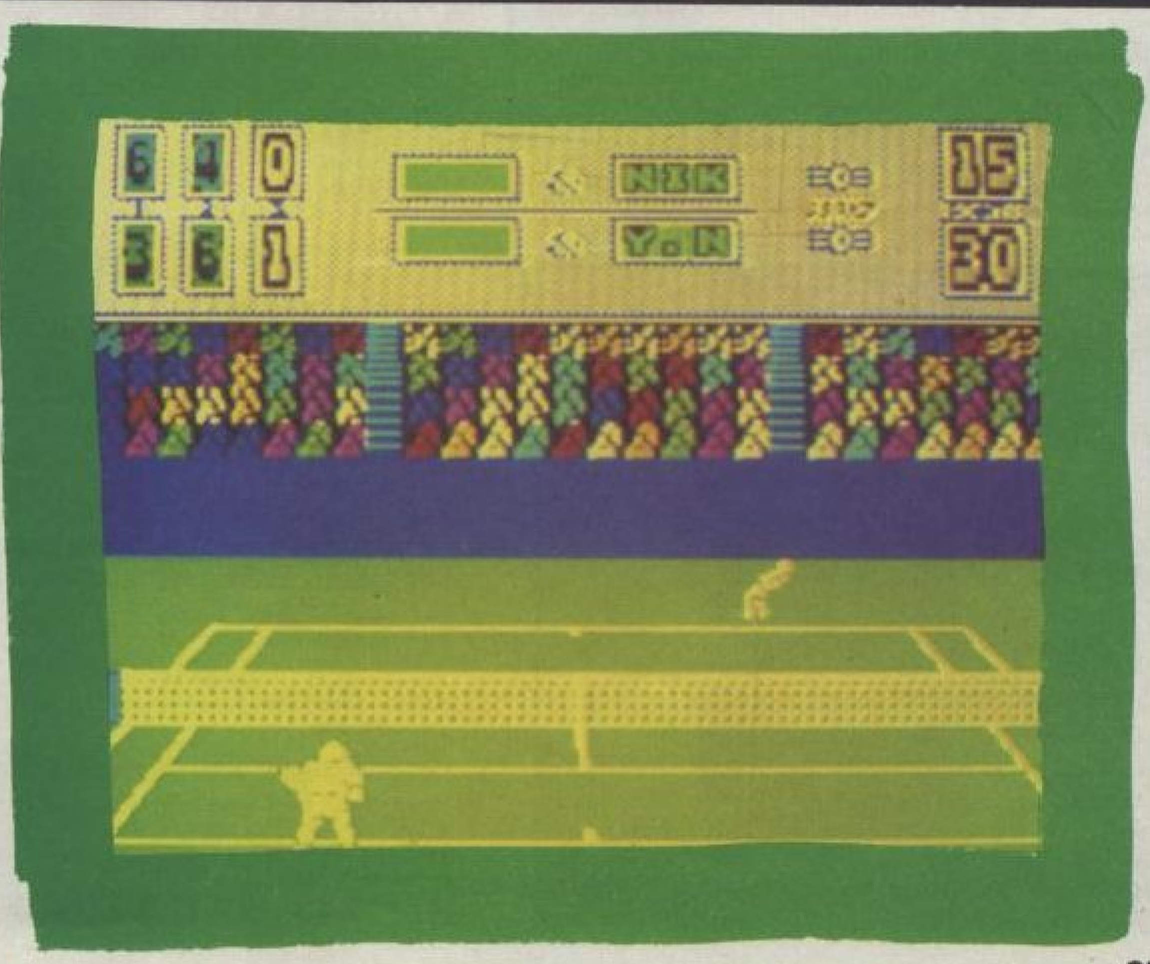
Incredibly playable and very well programmed race 'em up!

RATING	
PRESENTATION	88%
GRAPHICS	85%
SOUND	86%
PLAYABILITY	89%
ADDICTIVITY	89%
OVERALL	**90%**

view points in the game, spectator level for service and an aerial view for rallies, so the player can keep up with the action all the time.

Most tennis games I've seen on the Spectrum before don't give the player a choice of stroke, which makes them hard to play and low in addictiveness. Passing Shot is different. Depending on which direction you push the joystick, you get one of four strokes - flat, slice, topspin and lob. The wide variety of strokes are no help if you are rubbish at tennis like me though, the computer trashes me everytime!

Graphics in Passing Shot have been kept very close to the arcade originals, with detailed close ups of each player, 3-D courts and a strange sun type thing that pops up after every game and pulls faces! Strange. Colour is monochrome in the play areas with the odd bit of colour in the border to spruce it up. Music



fans among you will be glad there is a tune in the game; the only trouble is it plays all the time (aaargh!). Of course, the normal rules of tennis apply with you being required to reach six games to win the set.

Passing Shot is one of the best tennis simulations going, whether you're a fan of the lawn game or hooked on the arcade machine, this is for you.

NICK 84%

A well programmed and very playable tennis game cum simulation

RATING	
PRESENTATION	82%
GRAPHICS	82%
SOUND	79%
PLAYABILITY	81%
ADDICTIVITY	82%
OVERALL	**85%**

DATEL ELECTRONICS

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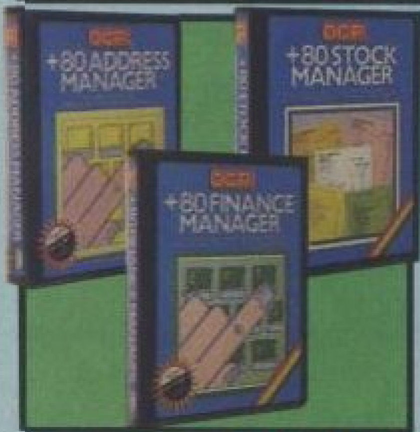
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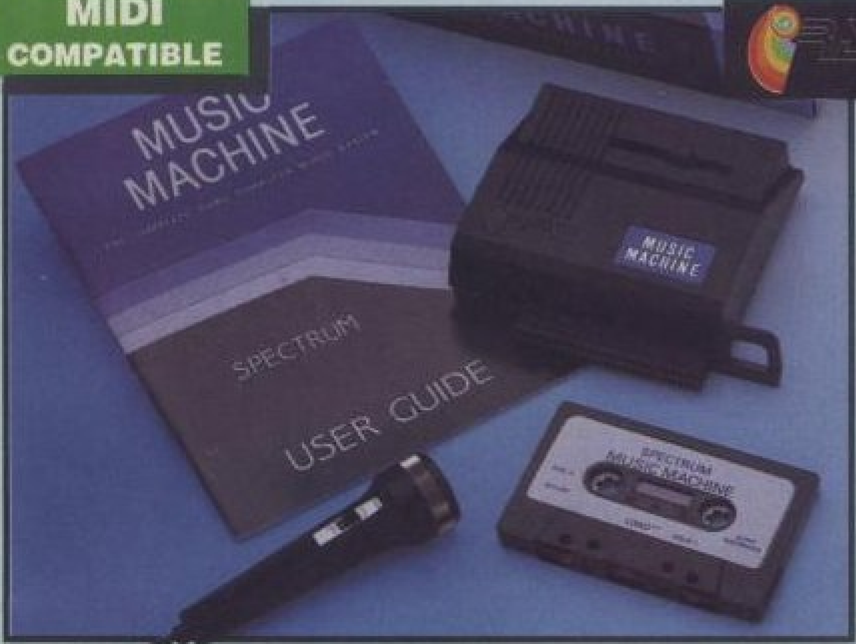
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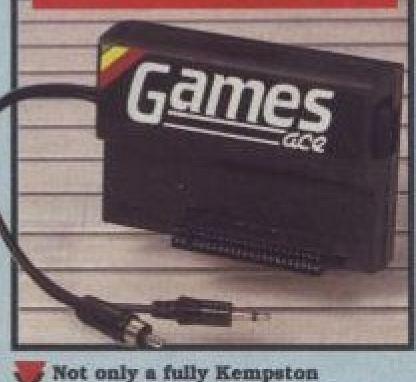
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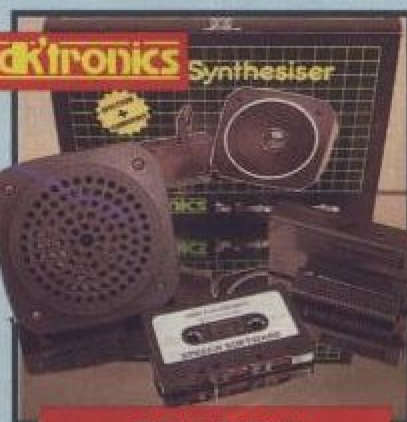


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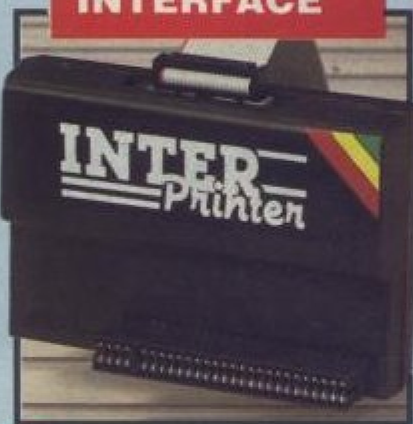
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IRON LORD

UbiSoft/Ashminster Computing ■ £14.99 cass, £19.99 disk

It's the Middle Ages: After many years fighting in the Holy Wars, the Iron Lord returns home to France. But, nom de dieu! Things are not what they were! His father, the king, is dead. Murdered by his evil uncle, who now rules through fear and torture a land of misery. Parbleux! The Iron Lord decides it is time for a better world! An army must be raised and the evil uncle despatched forthwith!

Iron Lord is an arcade adventure played from a beautifully realised overhead view of the land with roads, hamlets,towns and castle. Mounted on his trusty steed, Iron Lord rides from location to location, which on arrival is shown in more detail ready for exploration. The land is populated, of course, and meeting and communicating with the locals is the name of the game: some will trade information, others will provide items essential to your mission (the odd weapon would not go amiss).



Mister Heli

Firebird/Probe Software ■ £9.99 cass, £14.99 disk

The Muddy is a strange name for a mad scientist, but we know these loopy scientific types are more concerned with world domination than the stupid names their parents lumber them with. And rest assured, Mr Muddy is yer typical nasty dominating type: he and his cronies have set about making life very miserable for a planet full of very peaceful inhabitants.

But fear not, in most stories like this a hero saves the day. Cue whirr of rotor blades and the arrival of a man-'copter called Mr Heli, who is a member of the Cosmic Heli Patrol sworn to help poor defenceless civilians and kick the crap out of the bad guys.

It's all set on a mainly horizontal scrolling planet (although the odd vertical drop has to be made), where gun emplacements, helicopters and strange creatures that look like sentient guns hassle the player. But Mr Heli has a few weapons up his sleeve: he starts with forward and upward firing missiles and bombs. But by destroying certain parts of the scenery crystals are uncovered, and by collecting them a fair amount of dosh can be accumulated.

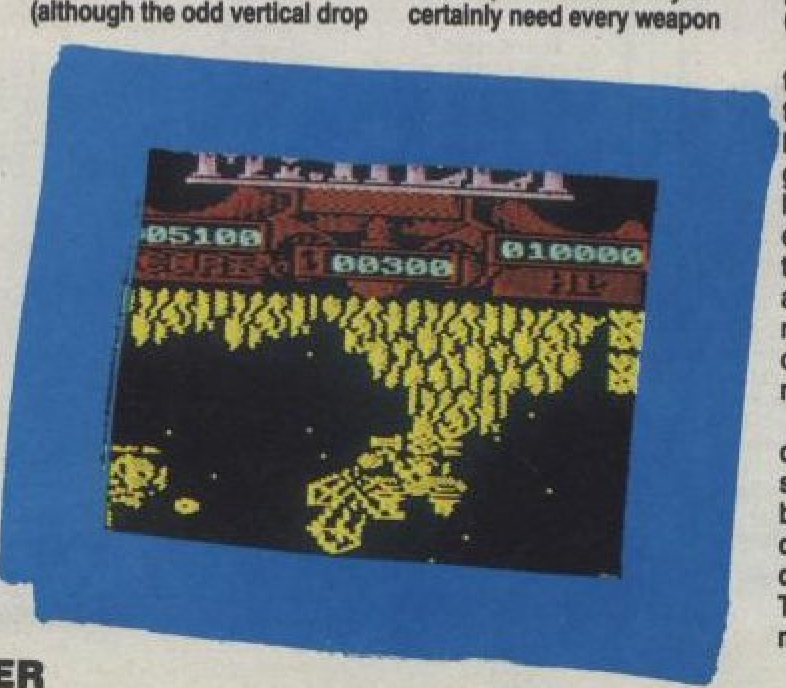
Once enough of the folding stuff is collected, 'shops' can be visited and such wonderful goodies as extra energy, homing missiles and extra bombs purchased. And you certainly need every weapon you can lay your hands on, 'cos the Mudders (as the hostile denizens are known) stop at nothing to destroy the planet and everyone on it (including you).

Prolonged contact with these zenophobic creatures or their bullets isn't advised, because Mr Heli will run out of go juice and lose one of his five lives. And once you reach the end of the current level don't think that's it, because as with all 'kick the crap out of ravening alien' type games the obligatory end of level nasty rears his ugly head.

Hopefully you'll have collected loadsadosh by then, so every available weapon can be brought to bear on the despicable swine. Once he's dead, Mr Heli's quest to destroy The Muddy continues on the next level (cue stirring martial music). Probe have produced some good games in their time, and Mr Heli despite slightly jerky scrolling and blobby sprites is rather playable.

This game is no pushover: Mudders are a lethal bunch. Not the best shoot-'em-up I've ever seen, but not the worst either.

MARK 71%



NICK Yet another game with a helicopter, but this time it isn't from CodeMasters (see the Budget section if you don't understand!). Mr Heli follows that age old format of shoot through first section, defeat end of level nasty, go on to next section. But there are a few new things on offer: all the blocks in the levels can be shot to reveal icons that give extra fire power and points to help you along your way. The screen scrolls in every direction, changing when the computer feels like it, forcing you to follow suit or get killed by an on coming wall!!! All the graphics seem very chunky and awkward to move around: Mr Heli looks like an imperfect conversion from another computer. A nice tune plays throughout though. A good, fun shoot 'em up, even if the graphics could've been better. **80%**

An initially playable shoot-'em-up that may lack long term interest.

RATING

PRESENTATION	77%
GRAPHICS	71%
SOUND	73%
PLAYABILITY	82%
ADDICTIVITY	74%
OVERALL	**76%**



First of all he must win the support of the people: by completing skill testing arcade sequences, like archery, arm wrestling, dice games and sword fighting.

Archery finds the brave Knight on the firing range twanging great arrows at a target, of which there are five. Icons on screen bottom allow him to increase and decrease shot strength, and alter angle of aim. Wind speed and direction (changing constantly) are found here too. Just to make life difficult, the targets keep moving as well. No easy task to get a hit!



Arm wrestling and dice throwing in the taverns are also similarly controlled, with neat graphics of opponents adding atmosphere, and joystick waggling physical exercise! Unfriendly knights are a hazard, and only clever swordplay and nifty footwork will save Iron Lord.

Once he has raised an army, it's time for our hero to turn his attention to the home castle. Ensconced on the top of the tower Iron Lord directs the climactic battle with his uncle's army. Turns of aggressive action are taken, and depending on the strength of the forces, the vile despot will hopefully be beaten.

But even then the fight is not yet quite won. The uncle flees for his life into a mazelike labyrinth and turns into a demon (!) in one last attempt to destroy Iron Lord. Whether he does or not is entirely upto how nifty you are on you pins. Both adventure and joysick wielding junkies are well catered for in Iron Lord, and Ubisoft haven't done too badly in attempting an 'epic' type game. Sadly what at first glance seems to be a game of great depth, reveals rather less body than one would like. Graphically it's great with a nice mixture of monochromatic and colourful sprites. Pity.



MARK 72%

NICK IronLord looks good, but sadly falls short of expectations due to the fact that only a couple of things can be done in each town on the first level, okay — there are the arcade sections archery, gambling etc. But things would have been livened up a bit if there were a few more tasks to perform, or more people to visit. If you ever dreamed of becoming a Knight on a white charger take a look at IronLord anyway. **65%**

A brave attempt to produce an epic that looks good, but sadly lacks long term interest.

RATING

PRESENTATION	65%
GRAPHICS	72%
SOUND	62%
PLAYABILITY	61%
ADDICTIVITY	60%
OVERALL	**69%**



STRIDER



Capcom/US Gold/Tiertex ■ £9.99 cass, £14.99 disk

Straight from the arcades comes one acrobatic hero's attempt to rid the world of Lord Eurasia and his evil minions: Strider Hiryu is his name, and the year is 2048. The first of five increasingly testing levels has him dropping from a hanglider type craft onto the rooftops of Moscow to face vicious guards, laser spitting domes and powerful robots.

Strider's only protection is a laser sword and his uncanny ability to leap where mere mortals fear to tread, but as he hacks and slashes his way through the enemy bonuses are collected: extra energy, weapon power-ups and remote guardians.

Just as well. The end of level horror looms, where Strider finds himself in a chamber full of officials. Not very sinister, until they leap out of their seats and all join together to form a huge caterpillar creature!

On level two Strider is in the Russian Steppes attacked by dogs, until he enter a large underground complex to be faced by a huge robotic gorilla, more death and mayhem in the large power station (well that's what it looks like to us). Strider moves ever upwards through a hail of parachute bombs and skeletons of helicopters to a floating ship to fight off guards, ballet dancers (!) and gun turrets and reach level three's lush jungle.

Time for boomerang throwing wild women, jumping piranha fish and a couple of very nasty dinosaurs.The end of level nasty here is a big (and we mean BIG) laser spitting robot dinosaur.

Battleship Balrog must be taken out next. Cue more mayhem, and onto level five and Lord Eurasia himself.

Strider (originally titled Falcon) in the arcades is great, and the Speccy version is every bit as good. The graphics are monochromatic, but they don't half shift. The speed with which Mr Hiryu slices the meanies to shreds whils performing a double backflip has to be seen. Sound is only a few effects, but this doesn't detract from the sheer playability.

MARK 91%

NICK I first saw this when I was nosing around in The Games Machine offices. It was on the Atari ST and it looked quite good. It was when I tried to play it and found out about the impossible control system that I suddenly went off it. This version is just the same (except for the graphics and sound), that terrible control system is still there. Using a joystick is extremely annoying: if you push to the left and just tap the up direction, the character does a stupid leap onto the thing you are trying to kill instead of tip toeing left. The sprites are average and the monochrome doesn't help them much. As for sound, all I could hear was a stupid slurp effect when I fired! Strider doesn't hold anything new, but if you think you can stand the controls and are up to an arcade shoot 'em up, take a look. **62%**

Mixed opinions, but should appeal to arcadesters who enjoy buckling their swash

RATING	
PRESENTATION	76%
GRAPHICS	75%
SOUND	56%
PLAYABILITY	78%
ADDICTIVITY	78%
OVERALL	**77%**

SHINOBI

Virgin Mastertronic/Binary Designs ■ £9.99 cass, £14.99 disk

Ninjas again?! Yep, but this time it's Ninja Magic! And you're a young Ninja type called Joe Musashi who's invited back to his Ninja school as special guest at the annual graduation ceremony.



Having bored everyone stiff with your speech, you are just about to hand out the prizes when in a puff of smoke Bwah Foo appears!

Who? Well, like yourself he's an illustrious graduate of the Ninja school, but has turned to the Dark Ways. And before you know it, Bwah zapps you with a holding magic spell! He then makes off with all the young graduates to hold for ransom. The ultimatum is simple: pay up all the dosh in the school, or it's curtains for the kids!

When the magic wears off you know it's your duty to save them.

Strapping on your sharp sword and picking up a plentiful supply of shiriken stars, you trail Bwah to his lair. Five missions, each split into three or four stages stand between you and the final confrontation with Bwah. The danger element is provided by hordes of his henchmen, some armed with shiriken, some with swords, and the occasional gunslinger.

As you battle through each section, you find children sitting on the ground: walk up to them, and your Ninja Magic will transport them back to their parents. Virtue is well rewarded with bonus weapons for rescued kids. Weapons are limited, so don't run out of them at the wrong time.

You do have your Ninja Magic, one blast per level, which like a smart bomb knocks out all adversaries on screen, but it is best saved for end of level big fatties. They're tough, and even the magic blast does not kill them outright. But it helps.

Bonus screens appear at the end of completed levels, with your hands in the foreground. Lob sharp shiriken stars at evil Ninjas for extra points as they zip 'shooting gallery' style across the screen.

The main sprite didn't impress me a great deal, he looks and moves more like a lame Bruce Lee than a dashing Ninja. But ignoring the slightly ludicrous hero the game is really rather good, with an oriental soundtrack that plays throughout and plenty of henchmen to beat up. Shiinobi, like most other oriental kick-'em-in's is instantly playable, and you can bet your last yen it will take a fair time for you to rescue the kiddies and awert disaster.

MARK 85%

NICK Where have you heard this before...'Enjoy frantic oriental action in this Ninja beat-em-up'. Well, there are quite a few games I could mention that start like that. So much for originality. Shinobi is a conversion of an arcade machine, and as I've never heard of it before I can't say how good a conversion it is. Loading up the game doesn't impress too much to begin with. Whatever happened to those brilliant full colour loading screens that built up in all sorts of weird and wonderful ways? Shinobi just has a variously shaded cyan screen, yeuk! But what about the game? Basically, it's Double Dragon with a few extra obstacles stuck on the ground to jump over. You have to be really careful and go slow, otherwise you wouldn't stand a chance. Shinobi is highly unoriginal, but if you're in to beat 'em ups you may find something to keep you occupied here. **67%**

Oriental Biff-'em-up that will keep the Bruce Lee fans among you happy.

RATING	
PRESENTATION	71%
GRAPHICS	73%
SOUND	74%
PLAYABILITY	76%
ADDICTIVITY	73%
OVERALL	**76%**

BUDGET

It's a budget bonanza, and as he loves hard work, we've handed the whole lot to Nick Roberts for his crucial, ultra-cool scrutiny! Take it away Nicko...



A CRASH Smash

GREGORY LOSES HIS CLOCK
Mastertronic ■ £2.99

Crikey! Gregory has lost his clock! Poor lad, he'll have to resort to using his hundred pound gold watch! No, seriously, he put his clock on his bedroom chest of drawers and went for a kip. A naughty ghost game and stole his clock (along with everything else in his bedroom including his body!) and scattered bits all around the dream world. Greg must now find all the pieces of his clock and put them back together to wake him up in the morning.

Different objects must be used in different situations to progress through the adventure. Don Priestly, the programmer, the man behind such classic games as Trap Door, Flunky and Popeye, has his own inimitable style, and it's used again to great effect. The great thing about Don Priestly's games is that, despite the huge graphics, there is no colour clash at all. This doesn't mean there isn't any colour though — there's loads!! It's simply all been used so that no clash is visible. The cartoony style graphics are excellent, with Greg clad in his PJ's looking a bit like Jack The Nipper. The puzzles are just complex enough to keep you playing, and the different action sequences, like the helicopter and tank bits, add that extra addictiveness.

Gregory Loses His Clock is simply wonderful! Buy it today, and I guarentee you will never regret it.

Overall 91%



COBRA FORCE
Players Premier ■ £2.99

Have you got the guts (and the underwear) to fly into the danger zone and combat the deadly enemy? If you have, grab yourself an AH-1W Super Cobra, the most sophisticated fighting machine in the air today, and join the Cobra Force. Your Cobra is fitted with a standard M197 20mm rapid fire machine gun, Hellfire anti-armour missiles and a number of prototype weapons systems that could just go boom at the wrong moment!

The game is split into four gruelling missions, each of increasing difficulty, and all boasting slick, colourful graphics that are a pleasure to the eye. The presentation of the whole Players Premier series is kept up in Cobra Force with a reasonable tune on the parallax scrolling title graphic and an excellent loading screen.

But what of the game's playability? Well, I found it lacking, to say the least. The landscape is just so cramped: start flying, and within a couple of seconds you have bumped into the scenery or collided with an enemy fighter. If you don't like claustrophobic surroundings flying in the Super Cobra wouldn't be for you.

The idea of collecting stronger weapons isn't exactly new, but seems to work quite well here, but the way the Cobra bombs is very difficult to control properly. Cobra Force is really the budget equivalent of games like Silkworm: if you're looking for a very basic shoot 'em up, here it is.

Overall 64%

PROTECTOR
Mastertronic ■ £2.99

Helicopters, choppers and flying machines galore! Yes you've guessed it! The budget software industry has gone mad over these machines with rotor blades on top and Anneka Rice inside. So what has Protector got to offer that the others haven't? SPEED! Most games would give their right memory chips to have the scrolling speed of this, but unfortunately it ruins this game. You need lightning reflexes to stop and start your chopper without crashing. There is no such thing as acceleration in Protector: the two speeds you have are either 0mph or 100mph!

The idea behind the game had potential. You're at pilot training school, and to become top dog you must collect three parts of a bomb and deliver them to your cave base. Once there the bomb is assembled and can be dropped on the enemy cave to win the game. The screen is split into two with your current position in the landscape in the top and the enemy's in the bottom. The two overlap occasionally, and you get double vision! Presentation is a strong point, with an excellent loading and title screen, but surprisingly no music to cheer things up.

You need to be really sneaky to get on in Protector. You can steal the bomb parts and the actual bombs from your opponent's cave, the only trouble is that they can do the same to you! If you live life in the fast lane, by all means get Protector.

Overall 4%

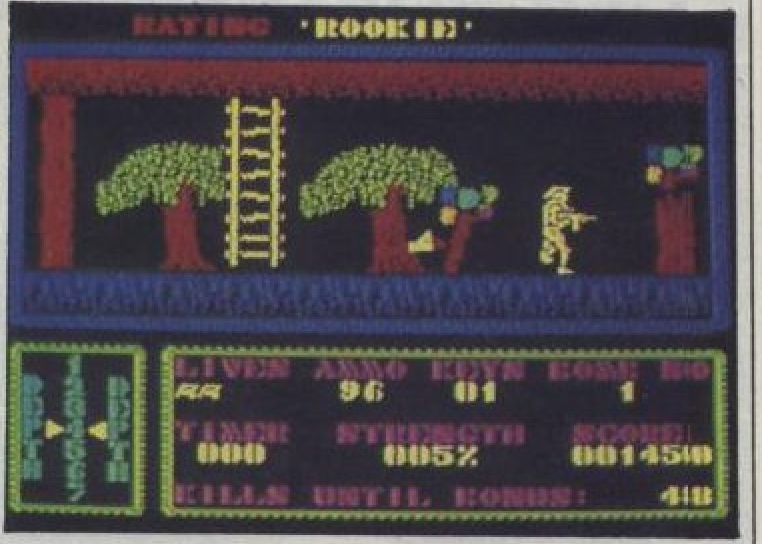
MOVING TARGET
Players Premier ■ £2.99

It was a secret CIA intelligence report that started it all off (well isn't it always?), and it's you who must finish it. Under orders from the special United Nations narcotics taskforce you and your team smuggled four bombs into the underground cocain refinery of the Evil Drugs Duke of Colombia, hidden in the South American jungle. Your team didn't stand a chance: all but you were immediately wiped out by the Duke's gun happy henchmen, and the bombs were never connected to their electrical generators. You must complete the mission!

And it's action all the way: jumping and moving around obstacles like dogs, barbed wire and land mines the slightest touch of which decreases your energy and loses your life. Shooting comes into it, of course, with a bonus system built in. Shoot 50 henchmen and you're given a choice of points, food or ammo to build yourself up again.

Moving Target bears a striking resemblance to the second part of Navy Moves from Dinamic. The sprites move, jump and in some cases look like the ones in Navy Moves, but we can let the programmers get away with it, as it's the best budget game I've played today! Music, effects and colour are all excellent, but the graphics do seem awkward and there is a lack of animation when your player jumps. All in all, Moving Target is a great blast at the price and should give you hours of play.

Overall 78%

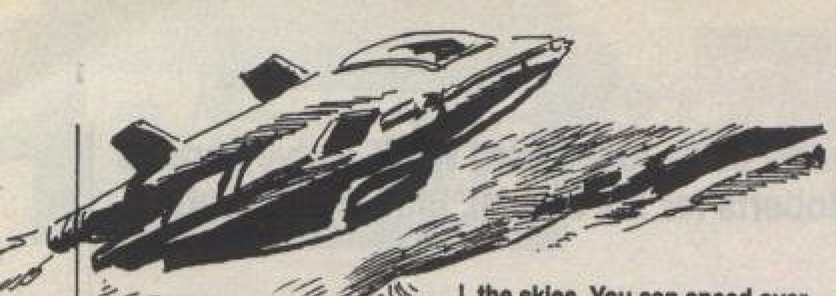


PANTHER
Mastertronic ■ £2.99

The city of Xenon is under siege! The bunch of nasty alien invaders also wiped out the city defence system while they were at it. Most of the inhabitants of Xenon got out when the place was evacuated, but as usual a few hapless idiots got left behind (must have left the cooker on and missed the train out!). A Panther ground attack craft has been provided to rescue them, and it turns out you are the only sucker who learnt how to fly one at school! Your day to be a hero has arrived!

Aliens have been sighted in the city, over the water that surrounds it and in the desert beyond. Dotted over the landscape are bunkers where your little people are hiding from the enemy. You start off in the desert, shooting down all the alien waves you come across and stopping at every bunker to pick up survivors.

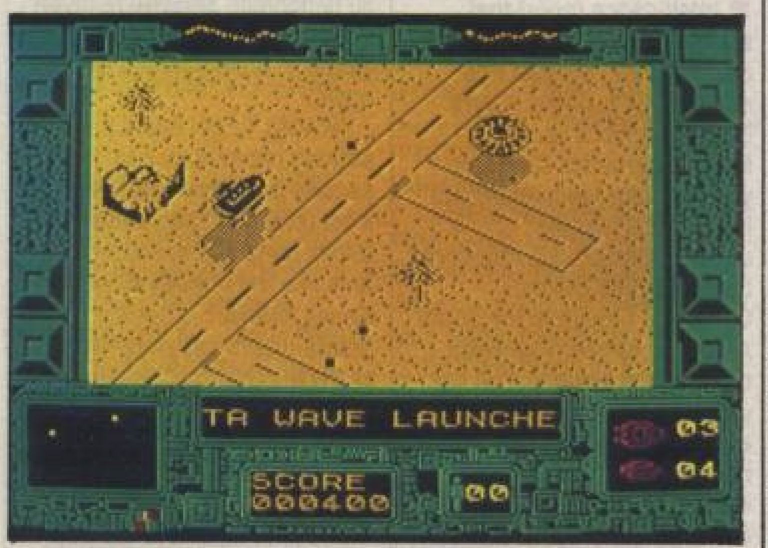
The diagonally scrolling landscape of Panther is made up of seas, buildings, railway tracks and of course aliens, all detailed and complete with shadows. To stop the risk of colour clash, the whole



landscape is monochromatic making things quite hard to see. Shooting the aliens may seem easy, but they not only swerve from left to right, they also go up and down: match their height to blast them from the skies. You can speed over the landscape to outrun the aliens, but then you run the risk of flying over the people to be saved and missing them altogether.

Panther is original, well presented, playable and provides a challenge for even the hardened gamesplayer.

***Overall* 83%**



INTERNATIONAL FOOTBALL

Cult ■ £2.99

'Not another football manager game!', I hear you all cry. Well, go and get a large box of tissues,'cos that's exactly what it is. International Soccer comes with a list as long as your arm of things that supposedly make this different from the other footy games. The list includes a colour editor (woo!), American championships (woowoo!) and a manager's rating (the train now arriving...!). Excited yet? One thing that does single out International Football from the other squillion football manager games on my desk is the graphics the programmers have included to try and brighten the game up. They aren't exactly arcade quality (well in fact they're just the shirts and shorts), but it's the thought that counts. Something that surprised me about this game is that the character set has been redefined. Not unusual you may say, but in football manager games it is.

I'll tell you what annoys me the most about International Football: the waiting while the computer recalculates everything. I simply hate it. If you feel you need to add another football manager game to the million you already have gathering dust on the shelf then look at this.

***Overall* 49%**

SOCCER 7

Cult ■ £2.99

Soccer 7 is supposed to be a televised (!) indoor seven a side tournament. Eight teams play the game in two groups, battling it out to go through to the finals. You take the job of manager of your chosen team (what a surprise). You have to decide on your captain, penalty taker, match tactics, training, method of play and all the other decisions that a manager has to make to take his or her team up to the top of the Leagues and win the Final.

Who do Cult think they're conning? Soccer 7 is just a revamped version of Internation Football (or the other way around). In fact, all the soccer games on their label probably use all the same routines. There is just so much a poor reviewer can take of these football management games, and I'm almost at bursting point. Here are some of the options in Soccer 7: 1 to 8 players, player trading, goal reports, formations, edit teams, fitness and skills options.

The presentation of Soccer 7 isn't as good as International Soccer. The normal Spectrum





BUDGET



character set has been used, but the little pictures of the strip are still in there. Soccer 7: buy it if you dare!

Overall **48%**

BRITISH SUPER LEAGUE

Cult ■ £2.99

That's done it, I've cracked! AAARGH!!! Do you have what it takes to become the greatest manager in British Soccer and lift your team to Super League glory? Well, to tell you the truth, I really don't want the chance, and I'm sure 99.9% of the readers aren't that fussed. This looks exactly like all the other Cult football games, and is probably programmed by the same people (you would never guess!). And it is quite badly programmed. The program itself may be a masterpiece of machine code (if it is in machine code - I have my doubts), but the sloppy way the game loads, and the normal INPUT statements used to enter information, immediately put off anyone who knows what he or she is looking for.

If this game wasn't bad enough already, the amount of time you have to wait while the computer calculates all it's bits and pieces is simply riduculous. Once you get the 'PLEASE WAIT' message on the screen, you may as well go on a two week cruise! By the time you get back it may have just finished initialising, and you can start the game.

There is one thing in favour of British Super League. There are graphics in the shape of a view of the pitch and players running about on it. But don't open the champagne, because the pitch is the size of half the screen, and the players are four pixels high!

Overall **50%**

THE FOOTBALLER

Cult ■ £2.99

Just take a look at this flippin' soccer game. Boring. There are no pitch invasions, no streakers and no swearing coming from the crowd - well to tell you the truth there is no crowd! Yes it's bad news, another football management game in exactly the same style as International Soccer, British Super League and Soccer 7 (all from Cult).

There are some things in this that are different to the others though. Instead of saying 'please wait' all the time, the programmers have put in 'follows shortly...'. I really can't find anything good to say about this. Well I suppose the title is as original as the game itself.

The next release from them will probably be a compilation of all these soccer games, so the clever people who avoided buying them the first time round stand a chance of being caught anyway..

The loading screens on all the football games in the Cult range look like they've been cloned and reproduced for each one. Not surprisingly they are all by the same person! Surely there must be someone out there who would consider buying this (please write in), if not who do Cult think they are selling to?

Overall **43%**

ALIEN SYNDROME

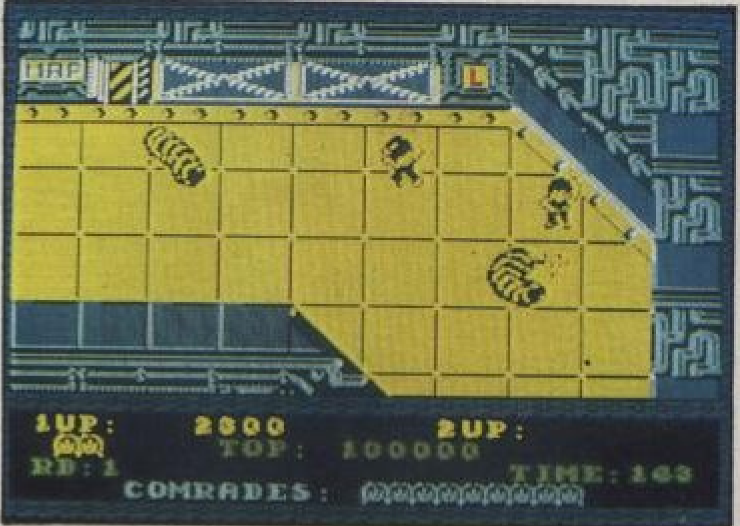
RAD ■ £2.99 (rerelease)

This is the official conversion of that brilliant SEGA coin-op so well received by all magazines when it first came out. You have to battle against all sorts of alien scum, which range from blobs of matter to the big end of level monsters with bits sticking out all over the place. There are various weapons you can pick up along your journey of destruction, including flamethrowers, lasers and fireballs, and there are maps embedded in the walls of the play area which will show you where to go. The idea is to rescue all the prisoners dotted around each level, then go on to defeat the big alien and on to the next level.

All the graphics, sound and colour in Alien Syndrome are great, but it is just let down by the terrible multi-load system which almost every game has these days. That aside, you can get hours of playability out of this, and the meanness of the aliens gets greater as you progress, making it a real challenge.

Alien Syndrome was a first class arcade game in 1987, and the conversion was brilliant when it was first released. Now it has been rereleased at £2.99, all those who missed it first time round just have to check it out.

Overall **84%**



OPERATION GUNSHIP

CodeMasters ■ £2.99

A CRASH Smash

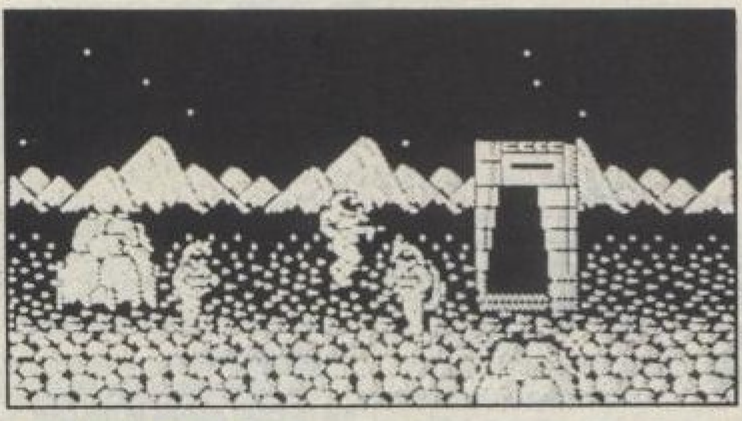
Another game from CodeMasters with a tank in it! Perhaps there was a special offer on tank sprites? Operation Gunship is best described as slick. The presentation is leaps and bounds ahead of most full price games. For example, when you start the game the scrolling landscape curls down the screen as if it were a piece of paper, brilliant!



Your mission in Op Gunship is to rescue all eight of an assault team lost on the enemy island. You fly a helicopter and must blow up buildings and tanks to discover where the team members are hiding. Once you have found one, you hover overhead and lower a ladder for him to climb. Moving while he is on the ladder causes him to fall off and you have to try again. Once all eight have been found and picked up, they must be returned to base and safety. Your next mission invloves a new island and more people to rescue.

The background and sprite graphics are full of detail and displayed with a colourful border to make up for the monochrome play area. Bullets and bombs must be used sparingly, but more can be picked up by returning to base. Some of the team members are really hard to find, but this doesn't spoil the game, it just makes it last longer. There's the usual CodeMasters musical accompaniment, with a tune at the beginning and a few effects. Operation Gunship is the best budget game of this month, well worth a Smash.

Overall **90%**



SOLDIER OF LIGHT

(rerelease)
RAD ■ £2.99

Soldier Of Light was, 'certainly one of the most eagerly awaited arcade tie-ins', back when it was first released, as the inlay quotes us as saying. And I must say the conversion worked really well then. Many of you may know the coin-op by it's other name, Xain'd Sleena.

Your mission for the Galactic High Command is to rid the galaxy of all the Federation's infiltrators. Going through the planets one by one you must destroy all the aliens while also picking up the extra power icons (shown by a P) to increase your weaponry. Once you have cleaned out all the planets you're blasted into space to face a fierce inter-planetary battle in your fighter craft. Cor, it's all go for your average, every day hero!

The presentation of Soldier Of Light is excellent with a star spangled title screen and groovy loader. All the fun soon ends though when you actually start playing. The graphics are okay, even if they are all in monochrome, but the game is SO slow. Whenever you jump you could almost fall asleep and miss your player coming down again! You'll have to get used to doing everything in slow motion if you want to complete the game. The few sound effects I could find aren't anything brilliant and there is no title tune.

Overall 68%

SUPER TANK SIMULATOR

CodeMasters ■ £2.99

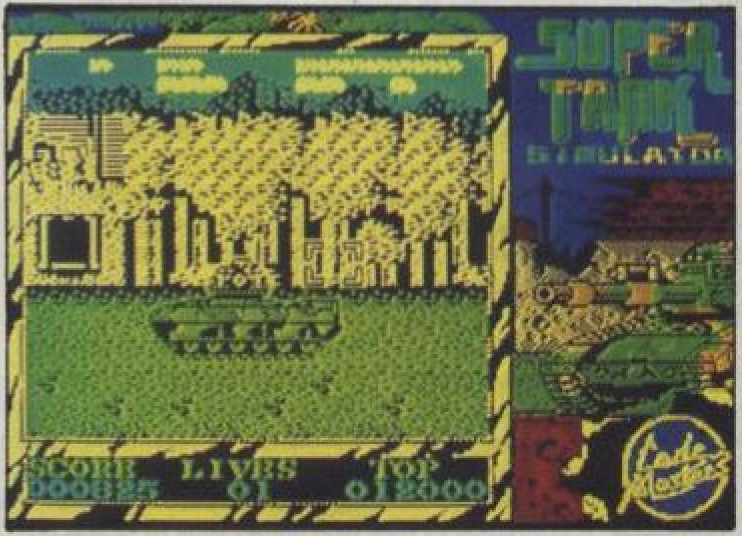
CodeMasters have gone tank mad. Their next two releases involve driving, blowing up and dodging tanks in many shapes and sizes. This is the first one, Super Tank Simulator. You play a tank (what a surprise) and rumble about landscapes shooting turrets, other tanks while avoiding mines that only show themselves when you get near. This may not sound a barrel of laughs, but there is another part to the game to cheer you up, a type of shooting range section where the player must shoot at the enemy bases and even more tanks in Combat School style.

The landscape section is reminiscent of Marauder from Hewson in the way the tank moves about and fires, but that aside the game is really playable. While games of this kind have been around for years, Super Tank Simulator adds the so successful CodeMasters style of music, effects and polish. The shooting range type section is somthing not included in other companies' versions on the theme and adds lots of playability.



Super Tank Simulator, in the same mould as games like Stunt Man Simulator and BMX Simulator with its aerial view of the action, is almost guaranteed to be a sure fire hit.

Overall 68%



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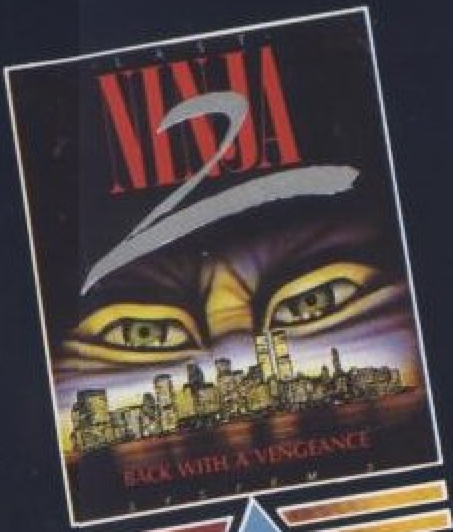
Distribution by **COMAG**, Tavistock Road, West Drayton, Middlesex.

Cover Design by Oliver Frey

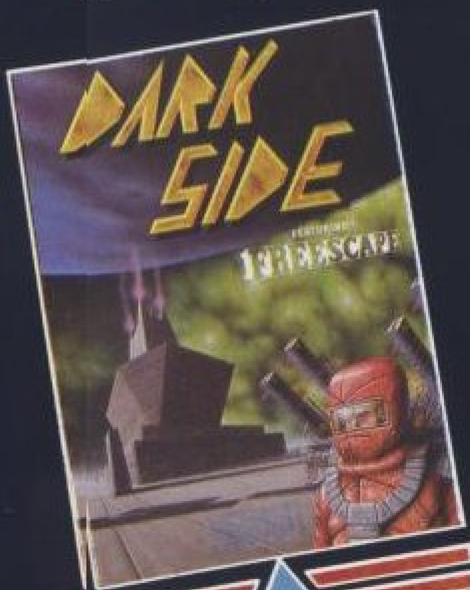
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